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THE
CHESS PLAYER.

EDITED BY

KLING AND HORWITZ.

VOL. I.

LONDON:
PUBLISHED BY R. HASTINGS,
13, CAREY-STREET, LINCOLN'S-INN-FIELDS.
1852.



THE
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PREFACE.

IN completing the first volume of the CHESS PLAYER, we heartily thank our subscribers and contributors for the kind support by which we are enabled to promote Chess, and exhibit its beauties in the pages of our periodical—a publication which is intended to be a record of “inventions and discoveries” relating to the noble game, and to afford to each amateur of the *quasi* science a medium of intercommunication for their mutual improvement and recreation.

That such are the requirements of the Chess-world at the present period we have abundant testimony from the steadily-increasing sale of the work, and from the numerous correspondents which our exertions have called forth, many of whose suggestions are far too valuable for us to neglect. We did hope for advice and co-operation; but we were not prepared for the kindness and sympathetic good-will with which such hints have invariably been accompanied, and which deserve and receive our gratitude, and stimulate us to fresh exertions in our labour of love.

A word with those friends who have forwarded their views of improvement to us in the conduct of the work. The majority suggest, as one of its main features, critical analyses of the openings of games; others, copious notes and remarks on the games, showing the different variations likely to occur at the different stages. The juniors desire the best method of opening and defending games where odds are given; and already we are called upon to express our opinion of several systems of Chess notation, given as improvements upon Kieseritzky's, and the one in general use. It would be superfluous to remark to the practical chess-player the Herculean nature of the tasks here imposed upon us. That these subjects are within the just scope of the work we readily admit. We shall exert ourselves to the utmost in these legitimate provinces of the game; but we must depend upon the assistance of our correspondents. The vast regions of Chess are before us; we might almost venture to say that it is incumbent upon all to aid in exploring them. In combination we must seek the golden treasure; and our little book will, we trust, be the guide to lead us through the mazes of uncertainty. Already one kind contributor has anticipated our views, and sent us an elaborate and praiseworthy analysis of the Evans' gambit, which we shall insert in an early number, and of which we shall treat in the second volume, and therein give our own views, as well as those of our fellow-labourers who may be disposed to send us their criticisms. In conclusion, it gives us great satisfaction to find that the labours we have

bestowed on the Chess Studies have been so fully appreciated by our readers, whose opinions coincide with ours as to their importance to the scientific amateur, and for that reason they hold a prominent place in each number. For the Problems and Games we are much obliged to those gentlemen whose names are attached.

Wishing all our friends a merry Christmas and a happy new year, and with every confidence for the success of the *CHESS PLAYER*, through the continuance of their support, we remain,

Their obliged servants,

THE AUTHORS.

*** In several of the early Numbers some misprints occurred, which the reader will find noticed in the Answers to Correspondents afterward.

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THE CHESS PLAYER.

EDITED BY

Kling and Horwitz.

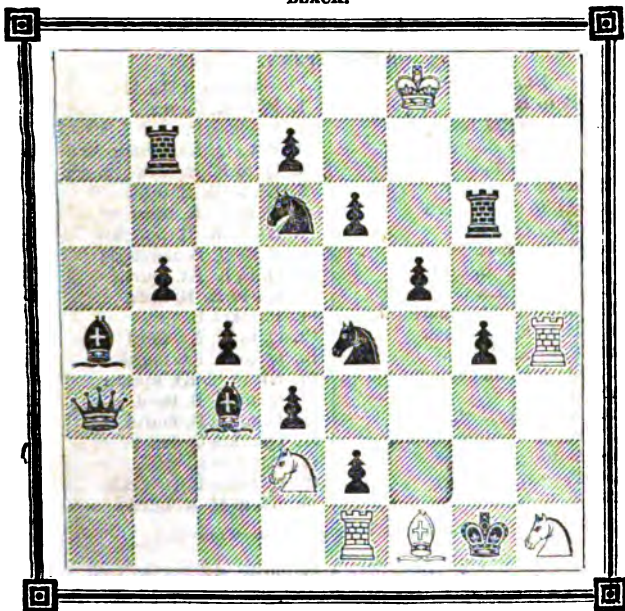
No. 1.

JULY 19, 1851.

Price 2d.

PROBLEM, No. I.—THE AGGRESSION, BY HERR KLING.

BLACK.



WHITE.

White compels Black to mate him in nineteen moves.

SOLUTION TO PROBLEM, No. I.

WHITE.

1. B. takes P. disc. (check)
2. B. to K. Bishop's sq. (ch.)
3. B. takes P. disc. (check)
4. B. to K. Bishop's sq. (ch.)
5. B. takes P. disc. (check)
6. B. to B. Bishop's sq. (ch.)
7. B. takes P. disc. (check)
8. B. to K. Bishop's sq. (ch.)
9. B. to K. Rk.'s 3rd disc. (ch.)
10. B. takes P. disc. (check)

WHITE.

11. B. to K. Rook's third (ch.)
12. B. takes P. disc. (check)
13. B. to K. Rook's third (ch.)
14. B. takes P. disc. (check)
15. B. to K. Rook's third (ch.)
16. B. takes P. disc. (check)
17. B. to K. Rook's third (ch.)
18. B. to K. Bshp.'s 5th dis (ch.)
19. B. takes Knight (check)

Black's moves are all forced up to 19. Kt. takes R. and mates.

This problem is of a somewhat unusual character, but future problems will not exceed seven moves.

GAME PLAYED BETWEEN MR. ANDERSSSEN AND MR. KIESERITZKY.

BLACK (Mr. A).

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. B. takes P.
5. K. to B. square
6. Kt. to K. B. third
7. P. to Q. third
8. Kt. to K. R. fourth
9. Kt. to K. B. fifth
10. P. to K. Kt. fourth (c)
11. R. to K. Kt. square (d)
12. P. to K. R. fourth
13. P. to K. R. fifth
14. Q. to K. B. third (e)
15. B. takes P.
16. Kt. to Q. B. third
17. Kt. to Q. fifth
18. B. to Q. sixth (f)
19. P. to K. fifth (g)
20. K. to K. second

WHITE (Mr K).

1. P. to K. fourth
2. P. takes P.
3. P. to Q. Kt. fourth (a)
4. Q. to K. R. fifth (check)
5. Kt. to K. B. third
6. Q. to K. R. third
7. Kt. to K. R. fourth
8. P. to Q. B. third (b)
9. Q. to K. Kt. fourth
10. Kt. to K. B. third
11. P. takes B.
12. Q. to K. Kt. third
13. Q. to K. Kt. fourth
14. Kt. to K. Kt. square
15. Q. to K. B. third
16. B. to Q. B. fourth
17. Q. takes Q. Kt. P.
18. B. takes R.
19. Q. takes R. (check)
20. Kt. to Q. R. third

And Black gave mate in three moves.

(a) This is Mr. Kieseritzky's favourite defence against the Bishop's Gambit.

(b) Pawn to K. Kt. third would have been preferable.

(c) This mode of play gives Black a formidable position.

- (d) This and the preceding moves are masterly.
 (e) Well played.
 (f) This is both sound and brilliant, and White can no longer resist the attack.
 (g) This move is decisive.

GAME BETWEEN MR. ANDERSEN AND A CHESS AMATEUR.

WHITE (MR A).

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. Q. Kt. P. two
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. Q. to her Kt. third
9. Kt. takes P.
10. Q. takes B.
11. P. to K. fifth
12. R. to K. square
13. Kt. to his fifth
14. P. to K. B. fourth
15. Kt. to K. fourth
16. B. to Q. R. third
17. Kt. to K. B. sixth (check)
18. P. takes P.
19. Q. B. takes Kt.
20. R. to K. third
21. R. to K. B. square
22. R. to K. Kt. third (check)
23. B. to Q. third
24. Q. to her second
25. P. to K. B. fifth
26. R. takes Kt.
27. Q. takes P.
28. K. takes Q.
29. P. to K. R. fourth
30. P. takes R.
31. P. to K. Kt. sixth
32. B. to K. fourth.

BLACK (AMATEUR).

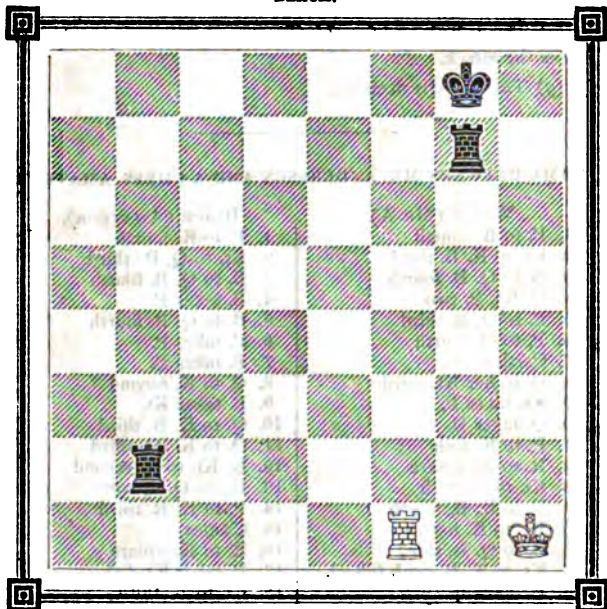
1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. B. fourth
6. P. takes P.
7. P. takes P.
8. Q. to K. second
9. B. takes Kt.
10. Q. to K. B. third
11. Q. to K. Kt. third
12. K. Kt. to K. second
13. Kt. to Q. square
14. P. to K. R. third
15. Castles
16. R. to K. square
17. P. takes Kt. (a)
18. Kt. to K. third
19. P. to Q. B. third
20. Q. to K. B. fourth
21. P. to Q. fourth
22. K. to K. R. square
23. P. to Q. fifth
24. Q. to her fourth
25. Kt. to K. Kt. fourth
26. P. takes R.
27. Q. takes P. (check)
28. R. to K. Kt. square
29. R. takes Q.
30. P. to Q. Kt. third
31. P. to K. B. fourth
32. B. to Q. Kt.

And White mates in three moves.

- (a) The attack was well conducted up to this point, and White has now a winning position.

CHESS STUDIES BY THE AUTHORS, No. 1.

BLACK.



WHITE.

This position has the appearance of the known stalemate with the Rook ; but we find that Black can, even without the move, win in the following manner:—

SOLUTION.

WHITE.

1. R. K. B. eighth (check)
2. R. K. R. eighth (check)
3. R. K. R. sixth (check)
4. R. K. B. sixth (check)
5. R. K. sixth (check)
6. R. Q. sixth (check)
7. R. Q. B. sixth (check)

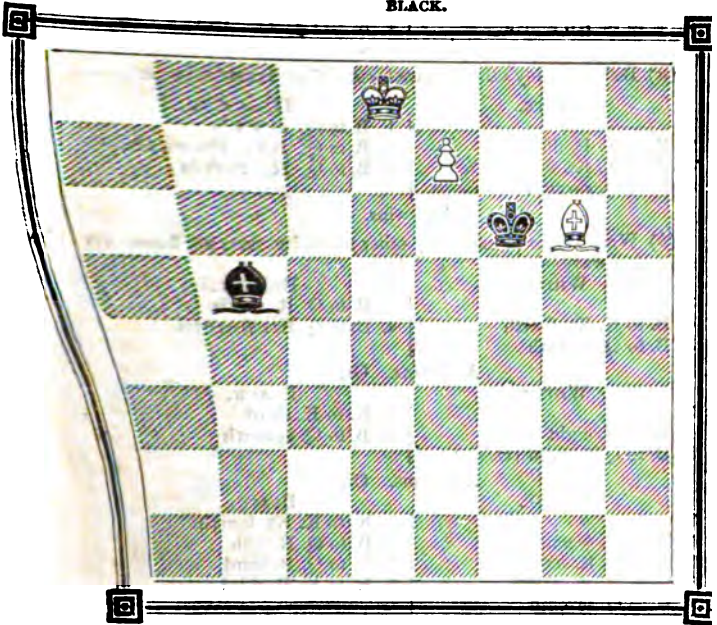
BLACK.

1. K. K. R. second
2. K. K. Kt. third
3. K. K. B. second
4. K. K. second
5. K. Q. second
6. K. Q. B. second
7. K. to Q. Kt. second

And wins.

CHESS STUDIES, No. II.

BLACK.



WHITE.

White having the move can only draw.

Black has only the Q. Kts. second with his King to play to, in order to win ; if he had an additional Pawn on that square, the game must be drawn.

If the Rook which now stands on K. Kt. second stood on K. Kt. third square, Black could only win by playing the King to Q. Kts. third ; and if the Rook stands on any other square in the K. Kts. file, the King must take the parallel square on the Q. Kts. file in order to win.

SOLUTION OF CHESS STUDIES, No. II.

WHITE.

1. B. to K. eighth

BLACK.

1. B. to K. seventh (a)

- | | | |
|------------------------|--|------------------------|
| 2. B. to K. B. seventh | | 2. B. to Q. Kt. fourth |
| 3. B. to K. R. fifth | | 3. K. to K. fourth (b) |
| 4. B. to K. Kt. fourth | | 4. K. to Q. third |

And draws.

(a) Bishop to any other square loses. For instance:—

- | WHITE. | | BLACK. |
|------------------------|--|------------------------|
| 1. | | 1. B. to Q. sixth |
| 2. B. to K. R. fifth | | 2. B. to Q. Kt. fourth |
| 3. B. to K. Kt. fourth | | 3. B. to Q. R. fifth |
| 4. B. to Q. seventh | | |

And wins.

(b) Were White to make any other move, he must lose in the following ways:—

- | WHITE. | | BLACK. |
|------------------------|--|------------------------|
| 3. | | 3. B. to Q. R. fifth |
| 4. B. to K. Kt. fourth | | 4. B. to Q. Kt. fourth |
| 5. B. to Q. seventh | | |

And wins. Or,

- | WHITE. | | BLACK. |
|-----------------------------|--|---------------------|
| 3. | | 3. K. to K. third |
| 4. B. to K. eight | | 4. B. to Q. seventh |
| 5. B. to Q. seventh (check) | | |

And wins. Or,

- | WHITE. | | BLACK. |
|-----------------------|--|------------------------|
| 3. | | 3. K. to K. Kt. fourth |
| 4. B. to K. second | | 4. B. to Q. R. fifth |
| 5. B. to Q. R. sixth | | 5. B. to Q. B. third |
| 6. B. to Q. B. eighth | | 6. K. to K. B. third |
| 7. B. to Q. seventh | | |

And wins.

The Chess Tournament has brought a number of great players to this country, and been productive of some spirited contests. Prominent amongst these stands the match between Messrs. Anderssen and Staunton, the latter of whom was defeated; but it would be wrong on that account to think less highly of Mr. Staunton as a chess-player.

It is much to be regretted that the first number of matches were limited to three games, as that number is insufficient to test the relative strength of players. We fear that official duties will prevent the great Prussian chess-player, Heydebrand, from coming to this country.

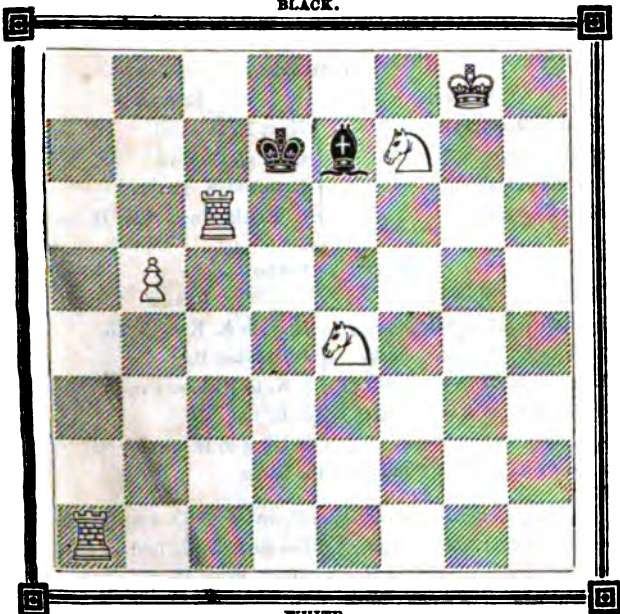
The next event to which we look forward with considerable interest is the consultation match for £100 between the German and English players who have hitherto taken part in the tourna-

THE CHESS PLAYER.

7

ENIGMA, No. I., BY HERR KLING.

BLACK.



WHITE.

White mates in two moves.

ment. We anticipate some splendid games from this encounter, but we also hope that the players now assembled in London will not separate without playing another series of matches in which the antagonists will meet from mutual choice, and not in consequence of the decrees of the blind goddess.

The editors beg to draw the reader's attention to the Chess Studies which appear in this number as the first of a series by which they desire still further to develop the plan they adopted in their work on End Games; viz., they intend to point out a number of interesting facts which are likely to happen in actual play, and a knowledge of which must be advantageous in itself, and have the further effect of impressing on the reader's mind the importance of position, the relative strength and power of pieces at certain points of the game, and of acquainting him practically with the principles which govern chess.

We give here the end of a game which occurred a few weeks ago, in which White made a drawn game in the following way:—

POSITION.

WHITE.	BLACK.
K. at K. Kt. third	K. at K. R. third
R. at Q. seventh	Q. at Q. B. third
Kt. at Q. sixth	Pawns at K. B. third
B. at K. seventh	K. Kt. third and at K. R. fourth

PLAYED AS FOLLOWS.

WHITE.	BLACK.
1. B. to K. B. eighth (check)	1. K. to K. Kts. fourth
2. B. to K. R. sixth (check)	2. R. takes B.
3. Kt. to K. B. seventh (check)	3. K. to K. Kts. second
4. Kt. to K. fifth disc. (check)	4. Q. takes R.
5. Kt. takes Q.	5. King to B. second (a)
6. K. to K. R. fourth, and drew the game.	

(a) Black ought to have played Pawn to K. Kt. fourth, which would have won him the game. The student will find an explanation on the subject in No. 3, where three Pawns against a Knight win.

TO CORRESPONDENTS.

All Letters for the Editors of the CHESS PLAYER to be sent to the Philidorian Chess Rooms, 19, Strand.

Problems, games, &c., for examination and insertion should be sent to the Editors not later than Monday.

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THE
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EDITED BY

Kling and Morwitz.

No. 2.

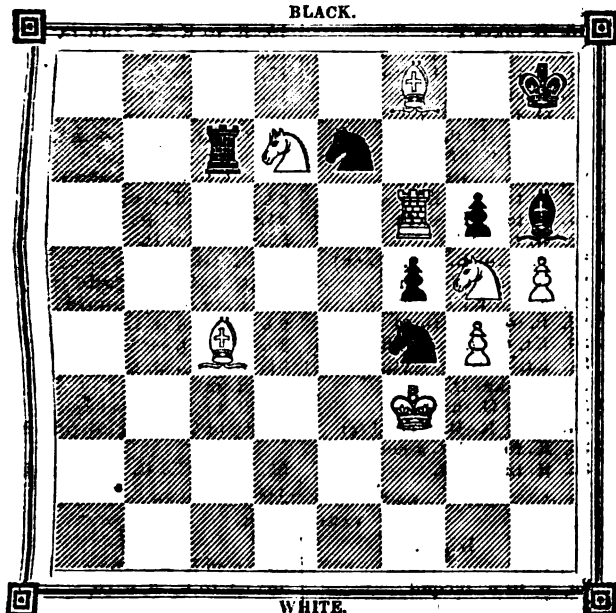
July 26, 1851.

Price 2d.

PROBLEM No. 2.

By E. CLARE.

BLACK.



WHITE.

White mates in six moves.

The solution to this Problem will appear in our next.

Game played between the celebrated LOEWENTHAL and the
Count R. W—.

White. (L—.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. Castles
5. P. to Q. fourth
6. P. to Q. B. third
7. Q. to Q. Kt. third
8. B. takes P. (check)
9. P. takes B.
10. P. takes P.
11. B. to Q. B. fourth
12. B. to K. B. fourth
13. Kt. to Q. second
14. B. to K. second
15. B. takes P.
16. P. to K. B. fourth
17. P. to K. R. fourth
18. P. at K. B. fourth takes P.
19. Q. to K. Kt. third
20. P. to K. B. fourth
21. P. to K. fifth
22. P. to K. sixth
23. P. to K. B. fifth
24. P. to K. B. sixth
25. R. takes Kt.
26. P. takes B. (dis. check)
27. Kt. to K. fourth
28. Kt. to K. B. sixth (a)
29. B. to K. B. third
30. Kt. to Q. fifth (check) (b)
31. Kt. to K. B. sixth (check)
32. B. takes Q. R.
33. Q. to Q. third
34. R. to K. B. second (c)
35. K. to K. Kt. second
36. R. takes Kt.

Black. (Count W—.)

1. P. to K. fourth
2. P. to Q. third
3. B. to K. second
4. B. to K. Kt. fifth
5. P. takes P.
6. P. to Q. B. fourth
7. B. takes Kt.
8. K. to K. B. square
9. Kt. to K. B. third
10. P. takes P.
11. Kt. to Q. B. third
12. P. to Q. R. third
13. P. to Q. Kt. fourth
14. P. to K. Kt. fourth
15. R. to K. Kt. square
16. P. to K. R. third
17. P. takes B.
18. Kt. to K. fourth
19. Q. to K. square
20. Q. Kt. to Q. second.
21. Kt. to Q. fourth
22. Kt. to Q. B. fourth
23. Kt. to K. sixth
24. Kt. takes R.
25. Kt. takes P.
26. K. takes P.
27. Q. to Q. B. third
28. R. to K. R. square
29. Q. to Q. B. fourth
30. K. to Q. second
31. K. to Q. B. second
32. R. takes B.
33. R. to K. R. square
34. Q. to Q. B. eighth (check)
or A.
35. Kt. to K. B. fifth (check)

And Black resigns.

VARIATION A.

White.

35. R. to K. second
36. R. takes Q.
37. R. to K. seventh (check)
38. R. to Q. seventh (check)
39. P. to K. Kt. sixth

Black.

34. Q. to K. fourth
35. Kt. to K. B. fifth
36. Kt. takes Q.
37. K. to Q. square
38. K. to Q. B. square
39. R. to K. R. third

- | | |
|-----------------------------------|-------------------------|
| 40. P. to K. R. fifth | 40. Kt. to K. B. fifth |
| 41. R. to K. R. seventh | 41. P. to Q. sixth |
| 42. P. to K. Kt. seventh | 42. R. takes R. |
| 43. P. Queens (check) | 43. K. to K. Kt. second |
| 44. Q. takes R. (check) and wins. | |

(a) Kt. ought to have taken the Queen's Pawn, threatening to win the Queen for the Rook and Knight.

(b) A lost move.

(c) A masterly move.

Game between MR. ANDERSEN and Mr. SIMONS.

White. (MR. ANDERSEN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. takes P.
10. B. to K. third
11. K. to Q. second
12. Q. takes P.
13. Q. to K. B. fourth
14. Kt. to Q. B. third
15. Q. R. to K. B. square (a)
16. B. takes Kt.
17. R. takes B. (b)
18. B. to Q. fourth
19. B. to K. B. sixth
20. B. takes Q. R.
21. K. to K. square
22. Q. to K. B. second
23. Q. takes R. P.
24. Kt. to Q. fifth
25. R. to K. B. second

Black. (MR. SIMONS.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to Q. third
8. P. to K. B. sixth
9. B. to K. second
10. B. takes P. (check)
11. P. takes P.
12. B. to K. Kt. fifth
13. Kt. to Q. B. third
14. Kt. takes Q. P.
15. Kt. to K. third
16. P. takes B.
17. Q. takes R.
18. Castles on Q. side (c)
19. Q. to K. R. sixth
20. R. takes B.
21. Kt. to Kt. square (d)
22. P. to K. fourth (e)
23. P. to Q. Kt. third
24. Q. to R. fifth (check)
25. K. to Q. second

And white mates in two moves.

(a) White's best move would have been to take Knight with Bishop, and if Black played Bishop to Kt. Kt. fourth, Bishop takes Rook and receives three pieces for the Queen.

(b) After having missed the opportunity, this was about the best move.

(c) This is preferable to forking Queen and Bishop.

(d) Checking with Queen on K. R. fifth, would have been better.

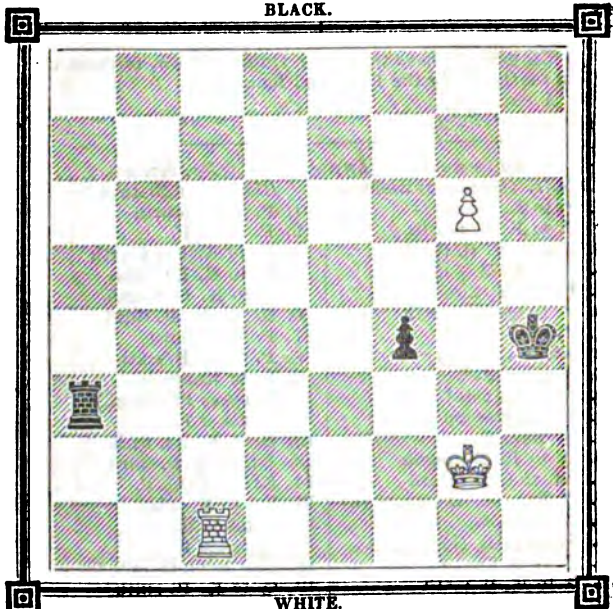
(e) This move saves the Queen, but Black has no chance to recover.

THE CHESS PLAYER.

Chess Studies by the Authors.

No. 3.

BLACK.



WHITE.

White can win having the move.

SOLUTION.

White.

1. R. to K. Kt square
2. P. to K. Kt. seventh
3. K. to K. B. third
4. K. takes P.
5. K. to K. B. fifth
6. K. to K. B. sixth, and mates in four moves.

Black.

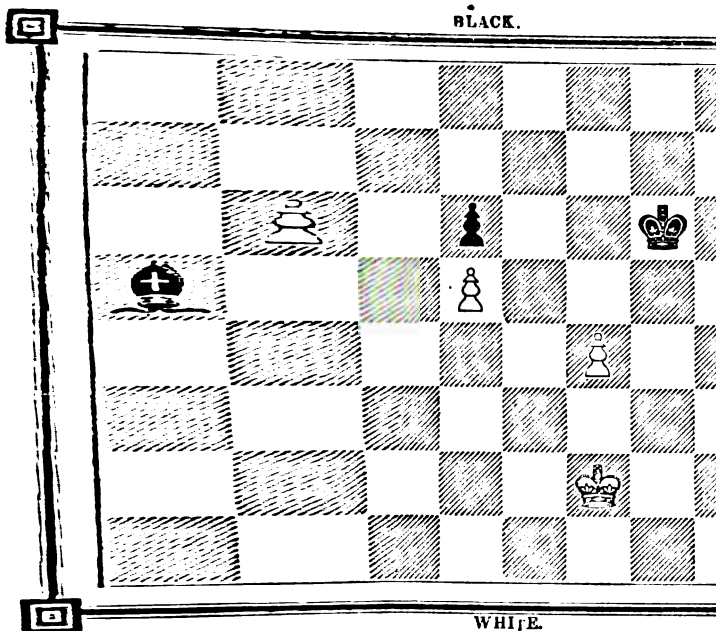
1. R. to Q. R. square (a)
2. K. to K. R. fourth
3. R. to K. Kt. square
4. K. to K. R. third
5. K. to K. R. second

(a) Were Black to check with Rook or Pawn he would equally be obliged to sacrifice Rook for Pawn.

THE CHESS PLAYER.

Chess Studies, No. 4.

BLACK.



WHITE.

White, even with the move, must lose.

SOLUTION.

- | <i>White.</i> | <i>Black.</i> |
|------------------------------|-------------------------|
| 1. P. to Q. Kt. seventh | 1. B. to Q. B. second (|
| 2. K. to K. Kt. third (A.B.) | 2. K. to K. B. fourth |
| 3. K. to K. B. third | 3. B. to Q. Kt. square |
| 4. K. to K. third | 4. K. to K. Kt. fifth |
| 5. K. to K. fourth | 5. B. to Q. R. second |
| 6. P. to K. B. fifth | 6. K. to Kt. fourth |

And wins.

VARIATION A.

- | | |
|------------------------|------------------------|
| 2. K. to K. third | 2. K. to K. B. fourth |
| 3. K. to K. B. third | 3. B. to Q. Kt. square |
| 4. K. to K. Kts. third | 4. K. to K. fifth |

- | | |
|------------------------|------------------------|
| 5. K. to K. Kt. fourth | 5. K. takes Q. P. |
| 6. P. to K. B. fifth | 6. K. to Q. B. third |
| 7. P. to K. B. sixth | 7. K. to Q. second |
| 8. K. to K. Kt. fifth | 8. K. to K. square |
| 9. K. to K. Kt. sixth | 9. K. to K. B. square |
| 10. K. to K. Kt. fifth | 10. K. to K. B. second |
| 11. K. to K. B. fifth | 11. P. to Q. fourth |
| 12. K. to Kt. fifth | 12. P. to Q. fifth |

And wins.

VARIATION B.

- | | |
|------------------------|------------------------|
| 2. K. to K. B. third | 2. K. to K. B. fourth |
| 3. K. to K. third | 3. B. to Q. Kt. square |
| 4. K. to K. B. third | 4. B. to Q. R. second |
| 5. K. to K. Kt. third | 5. K. to K. fifth |
| 6. K. to K. Kt. fourth | 6. K. takes P. |
| 7. K. to K. Kt. fifth | 7. K. to Q. B. third |
| 8. P. to K. B. fifth | 8. K. takes P. |

And wins.

(a) If Black had given check on Q. Kt. third, he could only have drawn as follows:

- | | |
|------------------------|---------------------------------|
| 2. K. to K. Kt. third | 1. B. to Q. Kts. third (check) |
| 3. K. to K. Kt. fourth | 2. B. to Q. R. second |
| 4. P. to K. B. fifth | 3. K. to K. B. third |
| 5. K. to K. B. fourth | 4. B. to Q. Kt. square |
| 6. K. to K. Kt. fourth | 5. B. to Q. B. second |
| | 6. B. to Kt. sq., and draws (b) |

(b) If King ventures to play to K. fourth he must lose.

Messrs. Scen and Kieseritzky have taken their departure for the continent. The consultation match, which we anticipated in our last, was to be played between the German and English players, who have taken part in the tournament, will not come off; there is, however, some money left in the hands of the Committee of the St. George's Club, which is to be disposed of in prizes, for some matches, about to be played.

Mr. Staunton challenged Mr. Andersen to play him a match of twenty-one games for 100L. Mr. Andersen accepted the challenge, on condition that the match commence shortly instead of the time named by Mr. Staunton, that no less than five games be played weekly, and that any one absenting himself during any day fixed for the contest shall be considered to have lost one game. As Mr. Staunton complains of indisposition, and demands time to recruit his health, we think it

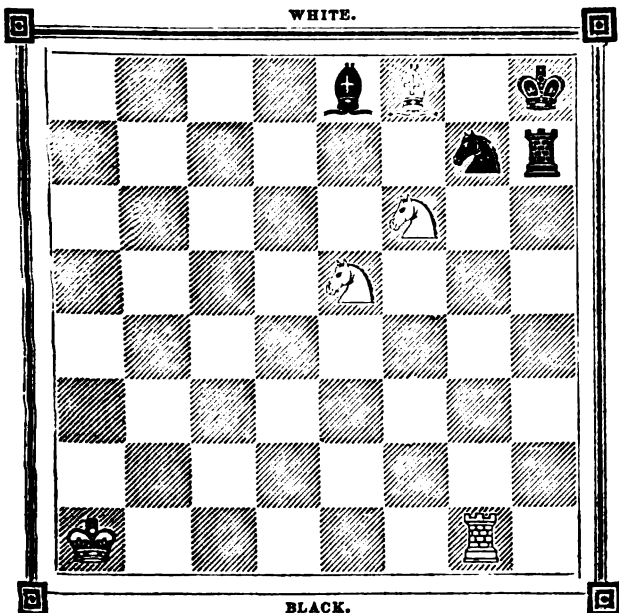
not likely that he will agree to these conditions; on the other hand, Mr. Anderssen is not likely to yield, because he is not at home in England; his stay here is expensive, and his professional duties in Prussia render it absolutely necessary for him to be in Breslau before October.

In our next we shall analyze the criticism of Heydebrand on the variations of the Mucio Gambit, as given in our Book on End Games; and we are happy to say we shall be able to prove this truly great player and analyzer to be for once somewhat at fault.

SPLENDID ENIGMA, No. 2.

By HER ANDERSSSEN.

WHITE.



BLACK.

White mates in three moves.

SOLUTION TO ENIGMA, No. 1.

White.

Black.

1. R. to K. square
2. Kt mates

1. Any move

Game between MR. HORWITZ and a talented Amateur.

<i>Black.</i> MR. HORWITZ.	<i>White.</i> An Amateur.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kts. fourth
4. P. to K. R. fourth	4. P. to K. Kts. fifth
5. K. B. to Q. B. fourth (a)	5. P. takes K.
6. Q. takes P.	6. Q. to K. B. third
7. Q. Kt. to B. third	7. P. to Q. B. third
8. P. to Q. third	8. K. B. to K. R. third
9. P. to K. Kt. third	9. K. Kt. to K. second
10. P. to K. Kts. fourth	10. P. to Q. third
11. P. to K. Kt. fifth	11. K. B. takes P.
12. R. P. takes B.	12. Q. takes P.
13. Q. B. takes P.	13. Q. to K. Kt. fifth
14. Q. to K. B. second	14. Q. B. to K. third
15. R. to K. R., fourth	15. Q. to K. Kt. third
16. Castles	16. P. to Q. fourth
17. Q. B. takes Kt.	17. K. R. to K. Kt. square
18. Q. B. to K. R. second	18. B. to K. Kt. fifth
19. Q. R. to K. Kt. sq.	19. P. to K. R. fourth
20. P. takes P.	20. P. to Q. Kt. fourth
21. K. B. to Q. Kt. third	21. P. to Q. R. third
22. P. to Q. sixth	22. Kt. to K. B. fourth
23. Kt. to K. fourth	23. P. to Q. R. fourth
24. R. takes P.	24. P. to Q. R. fifth
25. R. takes B.	25. And white begins.

(a) This is a new method of converting the Algaier Gambit into a Mucio Gambit.

TO CORRESPONDENTS,

L. C. C. M.—We are obliged to you for your suggestion about the size of our publication, and, as you will observe, we have taken your advice.

Amateur.—The solution of the second class study in our first number is not only correct, but also a capital specimen of an end game.

D.—We shall be happy to receive the Problems you promised us, as we know by experience that your productions in that line are valuable.

LONDON.

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THE
CHESS PLAYER;

EDITED BY

Kling and Morwitz.

No. 3.

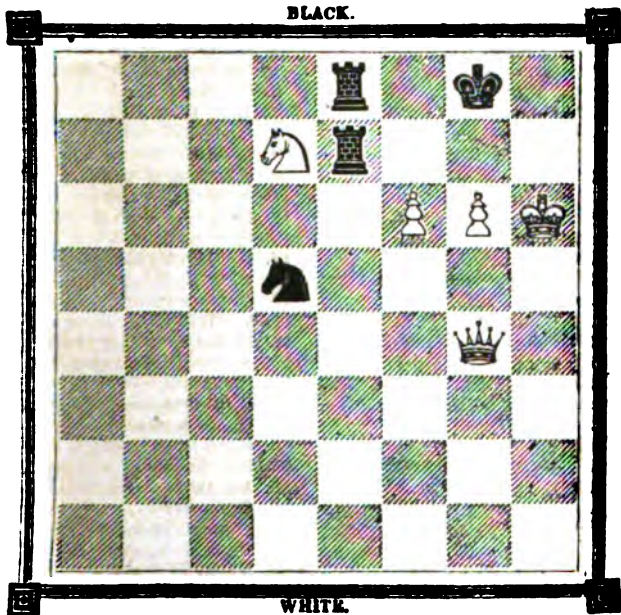
August 2, 1881.

Price 24.

PROBLEM No. 1.

By the Rev. Mr. BOLTON.

BLACK.



WHITE.

White mates in five moves.

SOLUTION TO PROBLEM No. 2.

White.

1. B. to K. Kt seventh (ch.)
2. R. to K. B. eighth (check)
3. Kt. to K. B. seventh (ch.)
4. Kt. to K. B. sixth (check)
5. P. to K. R. sixth (check)
6. P. mates.

Black.

1. B. takes B. (best)
2. B. takes R. (best)
3. K. to K. Kt. square (best)
4. K. to K. Kt. second
5. K. takes Kt.

Game between MR. ANDERSEN and MR. LOEWENTHAL.

White. (Mr. A.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. B. takes P.
5. Kt. to K. B. third
6. P. takes Kt.
7. Castles
8. P. to Q. fourth
9. Kt. to Q. B. third
10. Kt. to K. second
11. P. to Q. B. fourth
12. P. to K. fifth
13. K. Kt. to Q. fourth
14. B. takes P.
15. K. to R. square
16. Q. to Q. K. square
17. Q. R. takes Q.
18. P. to Q. Kt. fourth
19. Kt. to Q. B. third
20. B. takes B.
21. Kt. to Q. B. sixth
22. P. to Q. Kt. fifth
23. Kt. to K. seventh (check)
24. Kt. takes R.
25. Kt. to K. fourth
26. R. takes P.
27. R. to Q. B. square
28. P. to Q. R. fourth
29. Kt. to K. Kt. fifth
30. R. takes R. P.
31. Kt. to K. fourth
32. Kt. takes P.

Black. (Mr. L.)

1. P. to K. fourth
2. P. takes P.
3. P. to Q. fourth
4. Kt. to K. B. third
5. Kt. takes B.
6. Q. takes P.
7. B. to Q. third
8. Castles
9. Q. to K. B. fourth
10. Kt. to Q. B. third
11. P. to Q. Kt. third
12. Kt. to Kt. second
13. Q. to K. fifth
14. B. to Q. B. fourth
15. B. to K. Kt. fifth
16. Q. takes Q.
17. Q. R. to Q. B. square
18. B. to Q. third
19. Kt. to K. Kt. third
20. P. takes B.
21. B. to Q. second
22. Kt. to K. fourth
23. K. to R. square
24. R. takes Kt.
25. Kt. takes P.
26. B. takes P.
27. R. to K. square
28. P. to K. R. third (b)
29. Kt. to K. fourth
30. B. to Q. B. fifth
31. B. takes P.
32. R. to K. third

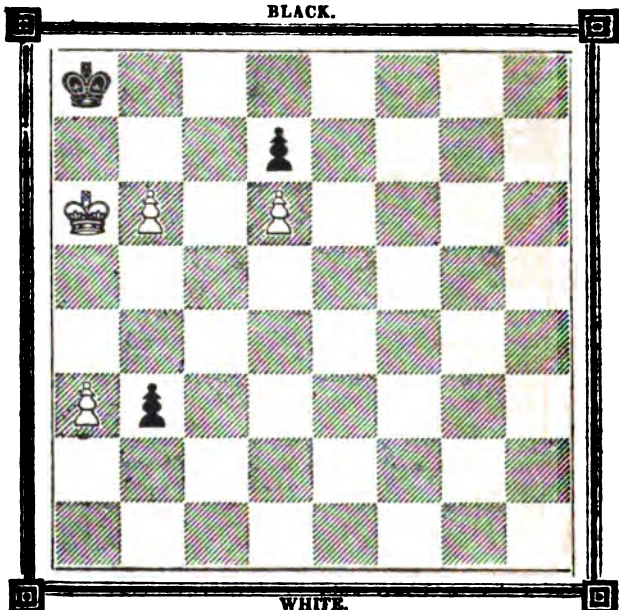
- | | |
|---------------------------------|--------------------------------|
| 33. Kt. to K. B. fifth | 33. R. to K. Kt. third |
| 34. R. to Q. B. second | 34. B. to K. fifth |
| 35. R. to K. second | 35. Kt. to Q. sixth |
| 36. Kt. to K. Kt. third | 36. B. to Q. B. third |
| 37. K. to Kt. square | 37. R. to K. Kt. fifth |
| 38. R. to K. sixth | 38. R. to Q. B. fifth |
| 39. R. to Q. B. seventh | 39. R. to Q. B. eighth (check) |
| 40. Kt. to K. B. square | 40. B. takes P. |
| 41. R. takes Q. | 41. Kt. takes R. |
| 42. R. takes Kt. P. | 42. Kt. to K. seventh (check) |
| 43. K. to K. B. second | 43. Kt. to K. B. fifth |
| 44. K. to K. B. fourth | 44. Kt. to K. R. fourth |
| 45. Kt. to K. third | 45. Kt. to K. B. third |
| 46. K. to K. B. fourth | 46. B. to Q. second |
| 47. R. to Q. sixth | 47. K. to Kt. square |
| 48. Kt. to Q. B. fourth | 48. K. to B. square |
| 49. Kt. to K. fifth | 49. K. to K. second |
| 50. Kt. takes B. | 50. Kt. takes Kt. |
| 51. R. to Q. R. sixth | 51. Kt. to K. B. square |
| 52. K. to K. B. fifth | 52. K. to B. second |
| 53. R. to Q. R. seventh (check) | 53. K. to Kt. square |
| 54. P. to K. R. fourth | 54. K. to R. second |
| 55. P. to K. Kt. fourth | 55. Kt. to K. Kt. third |
| 56. P. to K. R. fifth | 56. Kt. to K. R. fifth |
| 57. K. to K. B. fourth | 57. K. to K. Kt. square |
| 58. R. to Q. R. second | 58. K. to K. R. second |
| 59. R. to K. B. second | 59. P. to K. Kt. fourth (ch.) |
- game was drawn by exchanging the Rook against Kt. and Pawn; although the whole of the game was masterly played on both sides, yet from this point, White might have won.

The London Chess Club offers a Gold Cup, value 100 guineas, as a prize to be contended for by Foreign Chess Players only, each competitor has to play one game with every other participator in the contest, and the one who achieves the greatest number of victories, gains the prize. The following gentlemen have already entered the list:—Messrs. Anderssen, Lowenthal, Harrwitz, Horwitz, Szabo, Kling, Deacon, Meyerhoffer, Loewe, and several others are expected to join. The following are some of the matches to come off at the St. George's Club, between Horwitz and Bird, Lowenthal and Buckle, and Lowenthal and Horwitz. The winner gets 20l, the loser, 5l.

Chess Studies by the Authors.

No. 5.

BLACK.



WHITE.

White can draw having the move.

The Solution to the Studies will in future be given in the next number after their publication.

We give the student some further examples similar to the one in our first number, showing a few instances where the one Rook may draw against two, suppose—*White*. K. at K. R. square, Rook at K. B. square;—*Black*. K. at his Kt. square, Rooks at K. Kt. sixth and Q. Kt. seventh.

White will draw in the following way:

White.

R. at K. B. eighth (check)
R. at K. R. eighth (check)
R. at K. Kt. eighth (check)

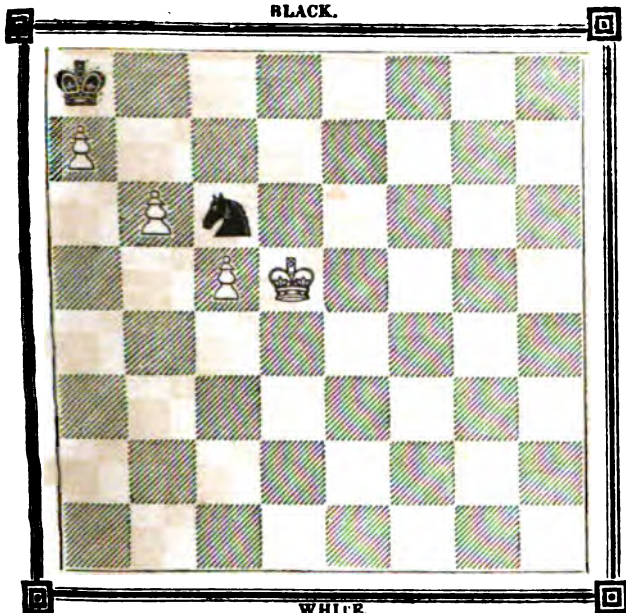
Black.

K. to K. R. second
K. to K. Kt. second or third
And draws.

White could also draw the game if Black King stood on K. Kt. fifth, as White would check at K. B. fourth, and then

Chess Studies, No. 6.

BLACK.



WHITE.

White without the move wins.

at K. R. fourth, compelling King to move to K. Kt. file, and by giving check on K. Kt. fourth, thus drawing either, by gaining the Rook or by forcing the stalemate.

The following is a winning position:

White. K. at K. R. square, Rook at Q. R. seventh.

Black. K. at Q. seventh, Rooks at K. B. seventh, and K. Kt. sixth. For example,

Black.

1. R. to Q. R. second (check)
2. R. to Q. R. third (check)
3. R. to Q. R. fourth (check)
4. R. to Q. R. third (ch.) (a)

White.

1. K. to K. sixth
2. K. to K. B. fifth
3. K. to K. B. sixth (best)
4. K. to K. Kt. fifth

And wins.

(a) If white checked on K. B. fourth, Black plays K. to K. seventh, and wins.

It may be further observed, that if in the preceding situ-

ation, Black King were to stand on either of the eight following squares—K. B. third, K. Kt. third, K. R. square, K. Kt. square, King's square, Queen's square, Q. B. square, or Q. Kt. square, White could draw the game by having the move. We conclude by giving two positions of a very singular nature.

POSITION FIRST.

White. K. at K. Kt. eighth, Rook at K. Kt. square.

Black. K. at K. R. sixth, Rooks at K. R. second, and K. B. second.

POSITION SECOND.

White. K. at K. sixth, Rook at K. R. square.

Black. K. at K. square, Rooks at Q. fourth, and Q. R. sq.

In these two positions, Black even with the move cannot win, and, by way of exercise, we leave the solutions to the student. As a general rule it may be observed, that the party with the two Rooks and having the move can win.

Game between Mr. ANDERSEN and Mr. SLOUS.

White. (Mr. A.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to K. B. square
5. Kt. to Q. B. third
6. Kt. to K. B. third
7. P. to K. R. fourth
8. P. to Q. fourth
9. P. to K. fifth
10. P. takes Q. P.
11. Kt. to Q. Kt. fifth
12. Q. to Q. third
13. B. to Q. second
14. Q. Kt. takes P.
15. Kt. to K. fifth
16. Q. takes B.
17. K. takes Q.
18. P. takes B. (check)
19. K. B. takes P.
20. P. to K. sixth
21. B. to Q. B. third
22. K. to K. B. third
23. B. takes R.
24. R. takes Kt.
25. K. to K. fourth
26. P. takes Kt.
27. P. takes P.
28. R. to K. R. seventh, and wins.

Black. (Mr. S.)

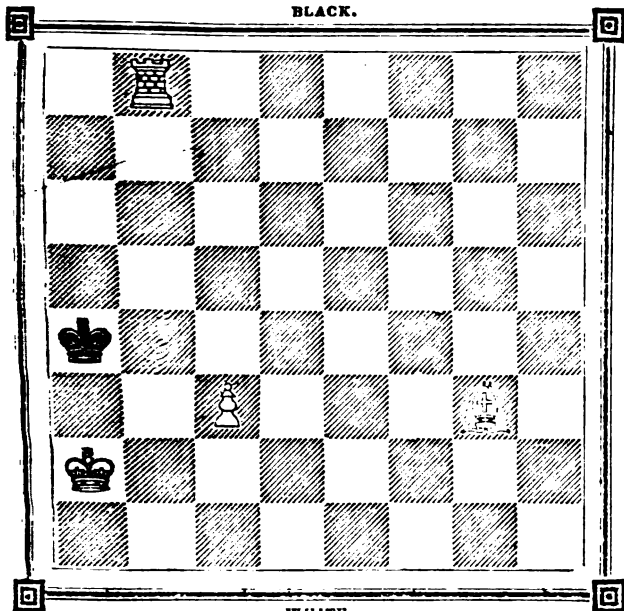
1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth
4. P. to K. Kt. fourth
5. B. to K. Kt. second
6. Q. to K. R. fourth
7. P. to K. R. third
8. P. to Q. third
9. B. to K. Kt. fifth
10. P. takes K. P.
11. K. to Q. second
12. Kt. to K. second (a)
13. P. to Q. R. third
14. K. takes Kt.
15. B. to K. seventh (check)
16. Q. takes Q.
17. B. takes Kt.
18. K. to Q. B. fourth
19. Q. Kt. to Q. B. third
20. Kt. to K. B. fourth
21. Kt. to K. Kt. sixth (ch.)
22. Kt. takes R.
23. R. takes B.
24. Kt. to K. fourth (check)
25. Kt. takes B.
26. R. to K. B. sq.
27. P. takes P.

(a) Black dare not push Rook's Pawn on Kt. or else Queen would play Q. to Q. Kt. square, and form a strong attack.

ENIGMA, No. 3.

By E. CLARE.

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO ENIGMA, No. 2.

White.

1. K. to Q. Kt. square
2. R. to K. Kt. sixth
3. R. Kt. or B. mates

Black.

1. B. to K. R. fourth (best)
2. Any move

Game between Mr. HARRWITZ and Mr. JENEY.

Black. (Mr. H.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. K. to Q. B. third
4. P. to K. third
5. Kt. to K. B. third
6. B. to Q. third

White. (Mr. J.)

1. P. to K. third
2. P. to Q. fourth
3. B. to Q. Kt. fifth
4. Kt. to K. B. third
5. Kt. to Q. B. third
6. P. to K. R. third

- | | |
|---------------------------------|------------------------------|
| 7. Q. to Q. Kt. third | 7. P. to Q. R. fourth |
| 8. P. to Q. R. fourth | 8. Castles |
| 9. Castles | 9. Kt. to K. second |
| 10. Kt. to K. fifth | 10. P. to Q. B. fourth |
| 11. Kt. to K. second | 11. Q. to Q. third |
| 12. P. to K. B. fourth | 12. P. to Q. Kt. third |
| 13. P. takes Q. P. (a) | 13. K. P. takes P. |
| 14. Q. to Q. square | 14. H. to K. B. fourth |
| 15. Kt. to K. Kt. third | 15. B. takes B. |
| 16. Q. takes B. | 16. P. to Q. B. fifth |
| 17. Q. to Q. B. second | 17. Q. R. to Q. B. square |
| 18. Kt. to K. second | 18. Kt. to K. fifth |
| 19. Kt. to Q. B. third | 19. P. to K. R. fourth |
| 20. P. to K. Kt. fourth (b) | 20. B. takes Kt. |
| 21. P. takes B. | 21. P. takes P. |
| 22. B. to Q. R. third | 22. Q. to K. third |
| 23. Q. R. to Q. Kt. square (c) | 23. R. to K. B. third |
| 24. B. takes Kt. | 24. Q. takes B. |
| 25. R. to Q. Kt. fifth | 25. Q. to Q. R. sixth |
| 26. R. takes Q. P. | 26. Kt. takes P. |
| 27. R. to Q. seventh | 27. Kt. takes R. P. |
| 28. Kt. takes K. Kt. P. | 28. K. R. to Q. B. third (d) |
| 29. P. to Q. fifth | 29. K. R. to B. second |
| 30. Kt. to K. B. sixth (ch) (e) | 30. K. to B. square |
| 31. Q. to K. R. seventh | 31. Q. takes P. (check) |
| 32. K. to K. R. square | 32. R. takes R. |
| 33. Q. to K. Kt. eighth (ch) | 33. K. to K. second |
| 34. Q. takes P. (check) | 34. K. to Q. third |
| 35. Q. takes R. (check) | 35. K. to Q. B. fourth |
| 36. Q. takes R. (check) | 36. K. to Q. Kt. fifth |
| 37. H. to Q. Kt. square (ch.) | 37. K. to Q. R. sixth |
| 38. Q. takes P. | And White resigned. |

(a) Black's object was to prevent White from playing Bishop to Q. Kt. second.

(b) A daring and sound move.

(c) Black could have won the exchange by taking Kt. with Bishop, and then playing Kt. to K. Kt. sixth.

(d) About the best move White could make at this point of the game.

(e) A masterly move.

From press of matter we are compelled to postpone our answers to correspondents till next week.

LONDON.

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Sold also at the Philidorian Chess Rooms, 10, Strand, and all Booksellers.

THE
CHESS PLAYER.

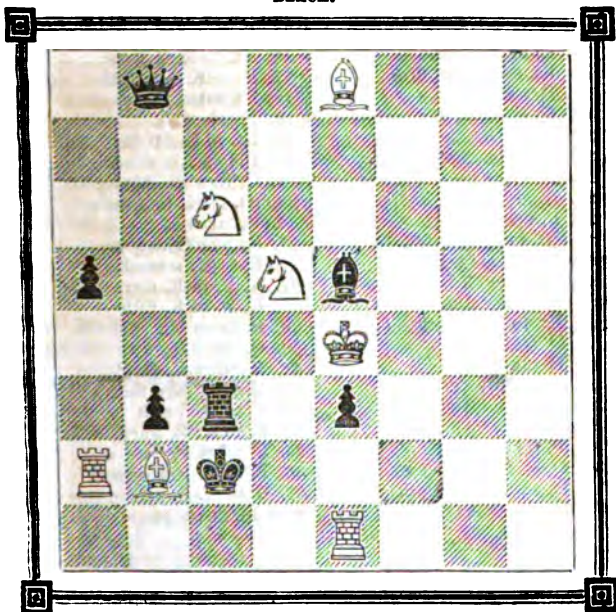
EDITED BY
Kling and Morwitz.

No. 4.

AUGUST 9, 1861.

Price 2d.

**PROBLEM, No. IV., BY HERR KLING.
BLACK.**



WHITE,
White mates in five moves.

GAME BETWEEN MR. BODEN AND MR. H. R.

WHITE (MR. B).

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. P. to Q. fourth
6. Castles
7. P. to Q. B. third
8. P. to K. Kt. third
9. R. to K. B. second
10. P. takes P.
11. Q. to Q. Kts. third
12. Kt. to Q. R. third
13. B. to Q. second
14. K. to K. R. square
15. R. to K. Kts. square
16. B. to K. second
17. Kt. to K. Kts. fifth
18. B. takes B.
19. K. R. to K. Kts. second
20. R. takes Kt.
21. Q. to Q. square
22. B. takes P.
23. B. to K. third
24. P. takes Kt.
25. Kt. to Q. Kts. fifth
26. Kt. takes Q. B. P.
27. K. R. to K. Kts. second
28. Kt. to Q. fifth
29. Kt. to K. B. fourth (a)
30. Q. takes R.
31. R. takes Q.
32. R. to K. seventh
33. R. to Q. seventh
34. P. to K. R. fourth
35. P. takes P.
36. Q. R. to K. square
37. Q. R. to K. seventh
38. K. R. takes Q. Kts. P. (b)

BLACK (MR. H. R.).

1. P. to K. fourth
 2. P. takes P.
 3. P. to K. Kts. fourth
 4. B. to K. Kts. second
 5. P. to Q. third
 6. P. to K. R. third
 7. Kt. to K. second
 8. B. to K. R. sixth
 9. Kt. to K. Kt. third
 10. P. takes P.
 11. Castles
 12. Q. to Q. B. square
 13. Q. to K. Kts. fifth (check)
 14. Kt. to Q. second
 15. Q. to K. R. fourth
 16. Kt. to K. B. third
 17. B. to K. Kts. fifth
 18. Kt. takes B.
 19. P. takes Kt.
 20. Kt. to K. R. fifth
 21. P. to K. B. third
 22. Q. R. to K. square
 23. Kt. to K. B. fourth
 24. R. takes B.
 25. K. R. to K. square
 26. R. to K. seventh
 27. K. R. to K. sixth
 28. K. R. to K. fifth
 29. R. takes Kt.
 30. Q. takes Q.
 31. R. takes K. B. P.
 32. R. to Q. Kts. fourth
 33. P. to Q. fourth
 34. B. to K. R. third
 35. P. takes P.
 36. B. to K. Kts. second
 37. B. to K. B. square
- And Black resigns.

(a) The decisive move.

(b) Better than R. to Q. or K. eighth.

GAME BETWEEN HERR LOEWENTHAL AND MR. MEDLEY.

WHITE (HERR L.).

1. P. to K. fourth
2. P. to Q. fourth
3. B. to Q. B. fourth
4. Kt. to K. B. third
5. Kt. to K. Kts. fifth
6. P. takes P.
7. B. to Q. Kts. third
8. B. to K. B. fourth
9. B. takes Kt.
10. Kt. to K. B. third
11. Q. to K. second
12. P. to K. R. third
13. Q. takes R.
14. Castles
15. Kt. to Q. second
16. Kt. to K. fourth
17. Q. R. to Q. square
18. Kt. takes Kt. (check)
19. Q. to K. R. fifth
20. B. to Q. third
21. Q. to K. Kts. fourth
22. Q. to K. fourth
23. P. to K. B. fourth
24. K. to R. square
25. R. to K. Kts. third
26. Q. to K. Kts. sixth

BLACK (MR. M.).

1. P. to K. fourth
2. P. takes P.
3. Kt. to Q. B. third
4. Kt. to K. B. third
5. P. to Q. fourth
6. Kt. to K. fourth
7. P. to K. R. third
8. B. to Q. third (a)
9. B. takes B.
10. B. to K. Kts. fifth
11. Castles
12. B. takes Kt.
13. Q. to Q. third
14. Q. R. to Q. square
15. Kt. takes P.
16. Q. to Q. B. third
17. Kt. to K. B. third
18. B. takes Kt.
19. P. to Q. R. third
20. Q. to Q. Kts. fourth
21. Q. to K. Kts. fourth
22. P. to Q. Kts. third
23. Q. to Q. B. fourth
24. P. to Q. R. fourth (b)
25. Q. to K. second
26. P. to Q. R. fifth

And White resigned.

(a) Black might have won a piece by playing Kt. to K. Kts. third; but he needlessly feared Kt. taking K. B. P., &c.

(b) A good move, as the sequel shows.

SOLUTION TO PROBLEM, No. III.

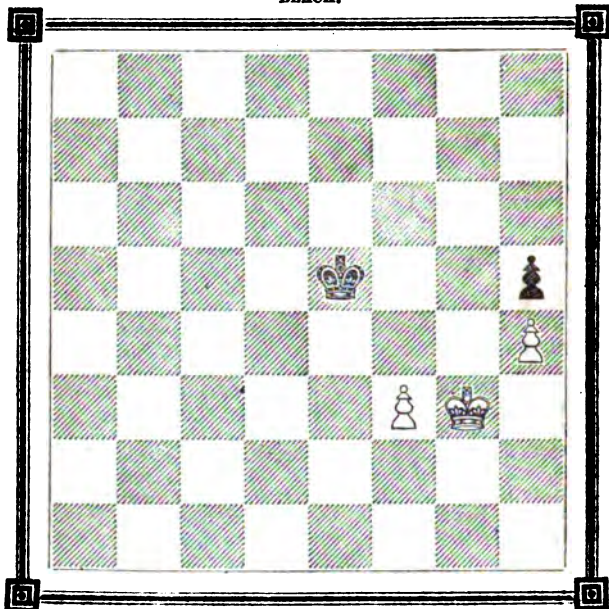
WHITE.

1. Q. to K. sixth (check)
2. P. to K. B. seventh (check)
3. Kt. to K. B. sixth
4. P. takes R. Q. and checks
5. Q. takes R.

BLACK.

1. R. takes Q.
2. K. to R. square
3. R. takes Kt. (best)
4. R. to B. square
5. Mate

CHess STUDIES BY THE AUTHORS, No. VII.
BLACK.



WHITE.

White with or without the move wins.

SOLUTION OF CHess STUDIES BY THE AUTHORS, No. V.

WHITE.

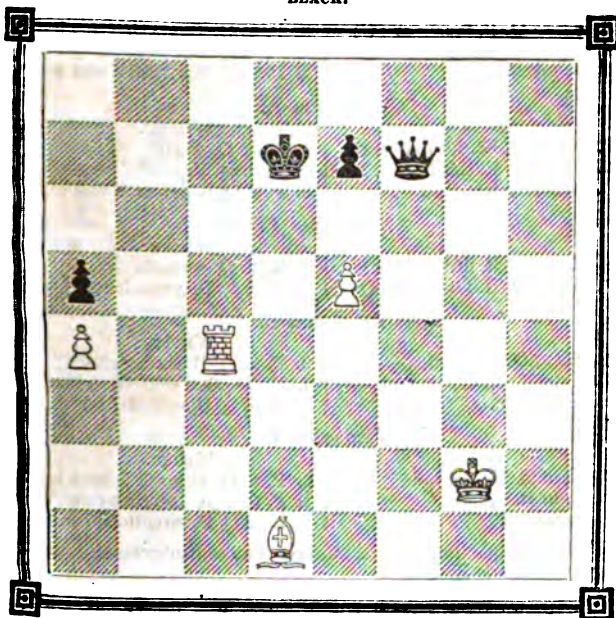
1. P. to Q. Kt. seventh (check)
2. P. to Q. R. fourth
3. P. to Q. R. fifth
4. K. to Q. Kt. sixth
5. K. to Q. R. sixth (a)
6. K. to Q. Kt. fifth
7. K. to Q. Kt. sixth
8. P. to Q. R. sixth
9. K. to Q. Kt. fifth and draws.

BLACK.

1. K. moves
2. P. to Q. Kt. seventh
3. P. makes a Knight
4. Kt. to K. R. sixth or (A)
5. Kt. to K. B. fifth
6. Kt. takes P. (check)
7. Kt. takes Kt. P.
8. P. to Q. fourth

CHESS STUDIES, No. VIII.

BLACK.



WHITE.

White with the move wins.

VARIATION A.

WHITE.

- 4.
5. K. to Q. R. sixth
6. K. to Q. Kt. fifth
7. K. to Q. Kt. sixth
8. P. to Q. R. sixth
9. K. to Q. B. sixth, and draws.

BLACK.

4. Kt. to Q. seventh
5. Kt. to Q. B. fifth
6. Kt. to K. fourth
7. Kt. to Q. B. third
8. Kt. to Q. R. second

(a) White pushing his Pawn, Black must lose the game by playing Knight, as in Variation A.

SOLUTION OF CHESS STUDIES, No. VI.

- | BLACK. | WHITE. |
|-------------------------------|----------------------------------|
| 1. Kt. to Q. R. fourth or (A) | 1. K. to Q. sixth |
| 2. K. to Q. Kt. second or (B) | 2. K. to Q. seventh |
| 3. Kt. to Q. B. fourth or (C) | 3. P. to Q. B. sixth (check) |
| 4. K. to B. square | 4. P. to Q. Kt. seventh (ch.) |
| 5. K. takes P. | 5. P. to Q. B. seventh and wins. |

VARIATION A.

- | BLACK. | WHITE. |
|--------------------------------|----------------------------------|
| 1. Kt. to Q. Kt. fifth (check) | 1. K. to Q. sixth |
| 2. Kt. to Q. R. third | 2. P. to Q. B. sixth |
| 3. Kt. to Q. Kts. fifth | 3. P. to Q. B. seventh and wins. |

VARIATION B.

- | BLACK. | WHITE. |
|-------------------------------|----------------------------------|
| 2. Kt. to Q. B. fifth (check) | 2. K. to Q. seventh |
| 3. Kt. to Q. R. fourth or (D) | 3. K. to Q. B. seventh and wins. |

VARIATION C.

- | BLACK. | WHITE. |
|------------------------|----------------------------------|
| 3. Kt. to Q. Kt. sixth | 3. P. to Q. B. sixth (check) |
| 4. K. to R. square | 4. P. to Q. Kt. seventh (check) |
| 5. K. takes P. | 5. K. to Q. B. seventh and wins. |

VARIATION D.

- | BLACK. | WHITE. |
|------------------------|----------------------------------|
| 3. K. to Q. Kt. second | 3. P. to Q. B. sixth (check) |
| 4. K. to R. square | 4. P. to Q. Kt. seventh (check) |
| 5. K. takes P. | 5. K. to Q. B. seventh and wins. |

This example illustrates that three Pawns can generally win against a single Knight.

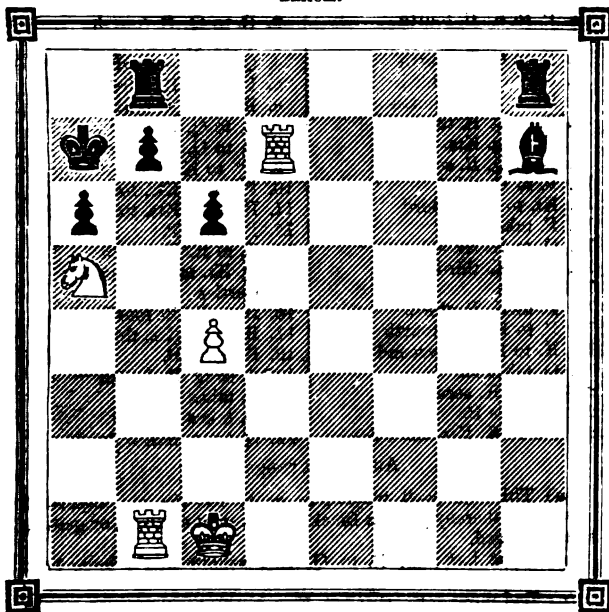
Mr. Anderssen has, up to the present moment, carried everything before him in the contest for the cup given by the London Chess Club.

The match between Messrs. Buckle and Loewenthal at the St. George's Club resulted in Mr. Buckle winning four to Mr. Loewenthal's three games. The contest was severe, and creditable to both parties.

Messrs. Bird and Horwitz have commenced playing their match.

ENIGMA, No. IV., BY HERR WEIL.

BLACK.



WHITE.

White having the move mates in four moves.

SOLUTION TO ENIGMA, No. III.

WHITE.

1. R. to Q. Kts. sixth
2. R. to Q. B. seventh
3. R. mates

BLACK.

1. K. to R. fourth
2. K. to R. fifth

GAME BETWEEN MR. MEDLEY AND HERR LOEWENTHAL.

BLACK (MR. M.).

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. Kt. to Q. B. third
6. Kt. to Q. R. fourth
7. P. to Q. R. third
8. P. to Q. Kts. fourth
9. B. to Q. R. second
10. P. to Q. third
11. Kt. to Q. B. third
12. P. takes P.
13. Q. to K. second
14. B. to K. third
15. Castles
16. P. to K. R. third
17. P. to K. Kts. fourth
18. K. to K. Kts. second (b)
19. Q. takes B.
20. Kt. to K. second
21. P. takes P.
22. Kt. to K. Kts. third (c)

WHITE (HERR L.).

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. third
4. Q. to K. second
5. P. to Q. B. third
6. B. to Q. Kts. fifth
7. B. to Q. R. fourth
8. B. to Q. B. second
9. Kt. to K. B. third
10. P. to K. Kts. fourth
11. B. to Q. Kts. third (a)
12. P. takes P.
13. B. to K. Kts. fifth
14. Q. Kt. to Q. second
15. Castles
16. B. to K. R. fourth
17. B. to K. Kts. third
18. B. takes B.
19. P. to Q. R. fourth
20. P. takes P.
21. Q. takes P.
22. Q. to Q. Kts. seventh

And Black resigned.

(a) This was well played, in order to win an important move, and thereby prevent Black from present castling, or getting B. to K. third.

(b) Time lost; K. R. to Q. Kts. square would have been better.

(c) Bad move; K. R. to Q. Kts. square was even now the better move.

ANSWERS TO CORRESPONDENTS.

H. W., R. G., AND E. S.—We have received your Problems and other contributions, and shall give them due consideration.

H. R.—The defence of this game is very bad.

R.—You must tell your bookseller to order it for you.

G. STRONG.—Bring your pieces out before you attack.

M. T.—The CHESS PLAYER will appear also in monthly parts bound, price 9d.

NAWAR.—We cannot fix a time for its publication.

LONDON:

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THE
CHESS PLAYER.

EDITED BY

Kling and Portwitz.

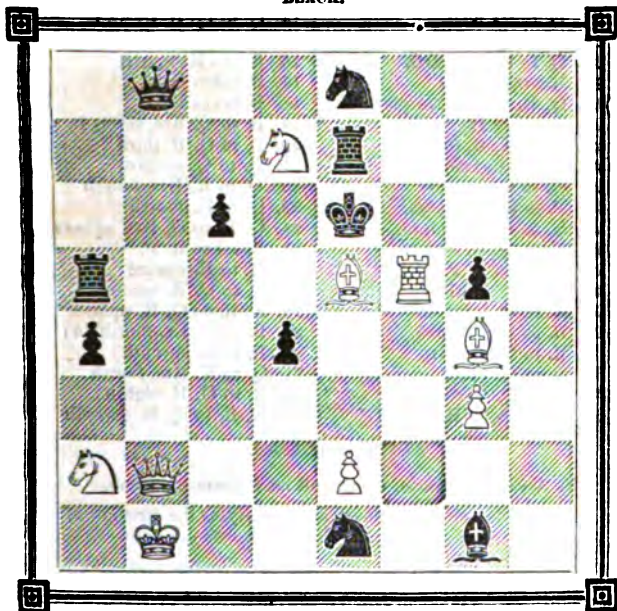
No. 5.

AUGUST 16, 1881.

Price 2d.

EXHIBITION PROBLEM, No. V., BY HERR KLING.

BLACK.



WHITE.

White mates in five moves.

GAME PLAYED BETWEEN MR. KIESERITZKY AND MR.
ANDERSEN.

WHITE (MR. K).	BLACK (MR. A).
1. P. to K. fourth	1. P. to Q. B. fourth
2. B. to Q. B. fourth	2. P. to K. third
3. Kt. to Q. B. third	3. Kt. to K. second
4. Q. to K. second	4. Kt. to Q. B. third
5. Kt. to K. B. third	5. P. to Q. R. third
6. P. to Q. third	6. Kt. to K. Kt. third
7. Castles	7. B. to K. second
8. B. to K. third	8. Castles
9. P. to Q. fourth (a)	9. P. to Q. Kts. fourth
10. P. takes P.	10. P. takes B.
11. Q. takes P.	11. P. to K. B. fourth
12. K. R. to Q. square	12. P. to K. B. fifth
13. B. to Q. fourth	13. Kt. takes B.
14. Q. takes Kt.	14. Q. to Q. B. second
15. P. to Q. Kts. fourth	15. B. to K. B. third
16. Q. to Q. B. fourth	16. Kt. to K. fourth
17. Kt. takes Kt.	17. B. takes Kt.
18. Q. R. to Q. Kt. square	18. B. takes Kt.
19. Q. takes B.	19. B. to Q. Kts. second
20. P. to K. B. third	20. B. to Q. B. third
21. R. to Q. sixth	21. Q. to Q. square
22. Q. to Q. second	22. Q. to K. Kts. fourth
23. P. to Q. B. fourth	23. Q. to K. fourth
24. K. to K. B. square	24. Q. R. to Q. Kts. square
25. P. to Q. R. fourth	25. B. takes R. P.
26. R. takes R. P.	26. R. to R. square
27. R. to Q. sixth	27. R. to Q. R. second
28. R. to Q. third	28. K. R. to Q. R. square
29. R. to Q. R. third	29. B. to Q. Kt. fourth (b)
30. R. to Q. B. third	30. R. to R. seventh
31. Q. to Q. third	31. Q. to K. Kts. fourth
32. R. to Q. B. second	32. R. to Q. R. eighth
33. K. R. to Q. B. square	33. K. R. to Q. R. seventh

And White resigned.

(a) A very bad move, which will cost White the game.

(b) This is a decisive move, as it paralyses the strength of the Pawns.

GAME BETWEEN MR. ANDERSSSEN AND MR. HORWITZ.

WHITE (MR. A.).

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. Kt. to Q. B. third
6. Q. Kt. to Q. fifth
7. P. to Q. fourth
8. Q. to Q. third
9. Kt. to K. B. third
10. Kt. takes Kt.
11. Q. takes B.
12. Q. to Q. Kts. fifth
13. B. takes P. (a)
14. Kt. takes P.
15. Q. takes K. B. P.
16. P. to K. R. fourth
17. K. to K. Kt. square
18. Q. to Q. fifth
19. B. takes B. (check)
20. Q. takes Q. P.
21. P. to K. fifth
22. R. to K. R. third
23. Q. takes Q. B. P.
24. Q. to Q. fifth
25. Q. takes Q.
26. P. to Q. B. third
27. R. to K. B. square
28. R. to K. B. second
29. K. R. to K. B. third
30. K. to K. R. second
31. K. R. to K. B. seventh (ch.)
32. K. R. to K. B. fourth

BLACK (MR. H.).

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kts. fourth
5. P. to Q. third
6. K. to Q. square
7. B. to K. third
8. Q. to K. R. fourth
9. Kt. to K. second
10. Q. B. takes K. B.
11. B. takes Kt.
12. P. to Q. Kt. third
13. P. to K. B. fourth
14. B. takes Kt.
15. P. to K. R. third
16. Kt. to Q. second
17. R. to K. B. square
18. P. to Q. B. third
19. P. takes B. (b)
20. P. takes P.
21. Q. to K. seventh
22. R. to K. Kts. square (c)
23. R. to Q. B. square
24. Q. to Q. B. fifth (d)
25. R. takes Q.
26. R. to K. Kts. fifth
27. Q. R. to Q. B. third
28. Q. R. to Q. Kt. third
29. K. to K. second
30. P. to Q. R. fourth
31. K. to K. square
32. K. to K. second and draws.

(a) Finely played on the part of Black, tempting White to gain the Pawn, and by that means gaining a piece.

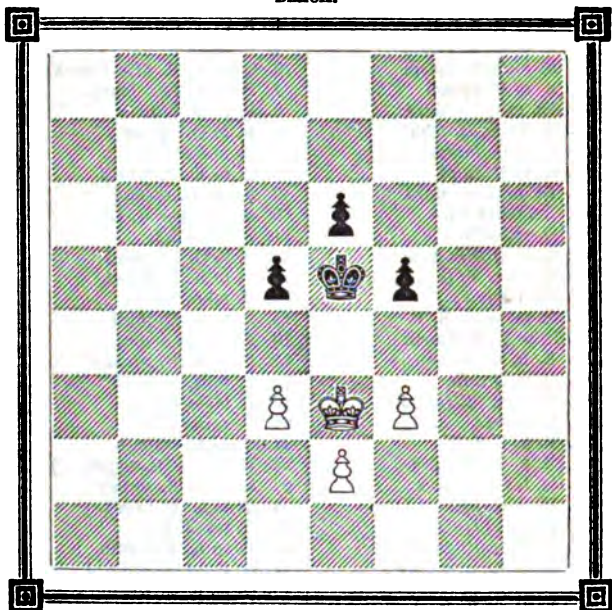
(b) Had Black taken Bishop with Queen, he must have ultimately won.

(c) This and the preceding move are weak play.

(d) The only move.

CHESS STUDY BY THE AUTHORS, No. IX.

BLACK.



WHITE.

Whoever has the move must win the game.

SOLUTION TO PROBLEM, No. IV.

WHITE.

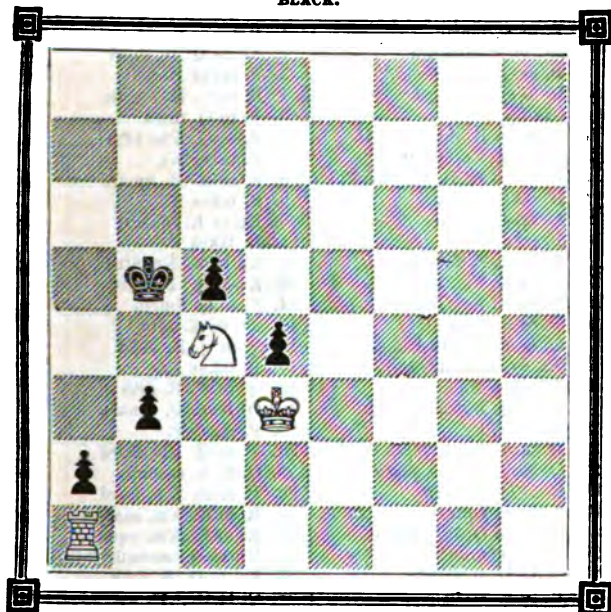
1. Kt. at Q. B. sixth to Q. Kt. fourth (check)
2. Kt. takes Q. (check)
3. B. to Q. R. fourth
4. B. takes R. (check)
5. R. mates

BLACK.

1. Q. takes Kt. (check)
2. P. takes Kt.
3. K. to Q. seventh (best)
4. K. takes B.

CHESS STUDY, No. X.

BLACK.



WHITE.

White wins.

The match at the St. George's Chess Club between Mr. Horwitz and Mr. Bird stands thus:—Mr. Horwitz has won three games, and Mr. Bird two, and there has been three drawn games. Mr. Bird is quite a young player, and, we may justly say, possesses all the qualities of a first-rate player. No doubt we shall have an opportunity of giving some specimens of his play in our columns. Another match between Mr. Loewenthal and Mr. Horwitz will be shortly played at the above Chess Club.

GAME BETWEEN MR. HORWITZ AND MR. ANDERSEN.

WHITE (MR. A).

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. Castles
6. P. to Q. B. third
7. Q. to Q. Kts. third
8. B. takes K. B. P. (check)
9. B. takes K. Kt.
10. P. takes B.
11. P. takes P.
12. P. to K. B. fourth
13. Q. to K. Kts. third
14. Q. to K. Kts. second (a)
15. P. to K. fifth
16. Q. to K. B. third
17. Kt. to Q. B. third
18. P. takes B.
19. P. to Q. B. fourth
20. P. takes P.
21. B. to K. third
22. Q. R. to Q. B. square
23. R. to Q. B. sixth
24. K. to R. square
25. K. R. to Q. B. square
26. B. to Q. fourth
27. Q. to Q. B. third
28. P. to K. sixth
29. B. takes R.
30. Q. to K. B. sixth
31. K. P. to K. seventh

BLACK (MR. H).

1. P. to K. fourth
 2. Kt. to Q. B. third
 3. P. takes P.
 4. B. to Q. B. fourth
 5. P. to Q. third
 6. B. to Q. Kts. fifth
 7. B. takes Kt.
 8. K. to K. B. square
 9. R. takes B.
 10. Kt. to K. fourth
 11. B. takes P.
 12. Kt. to K. Kt. fifth
 13. Kt. to K. B. third
 14. P. to Q. fourth
 15. Kt. to K. fifth
 16. P. to Q. B. third
 17. B. takes Kt.
 18. Q. to K. R. fifth
 19. Q. R. to Q. square
 20. P. takes P.
 21. P. to Q. Kts. third
 22. Q. to K. second
 23. P. to K. Kts. third
 24. R. to K. Kts. second
 25. K. to K. Kts. square
 26. Kt. to Q. seventh (b)
 27. Kt. to Q. B. fifth (c)
 28. Q. to Q. Kts. second
 29. Q. takes R.
 30. Q. to Q. B. second
- And Black resigned.

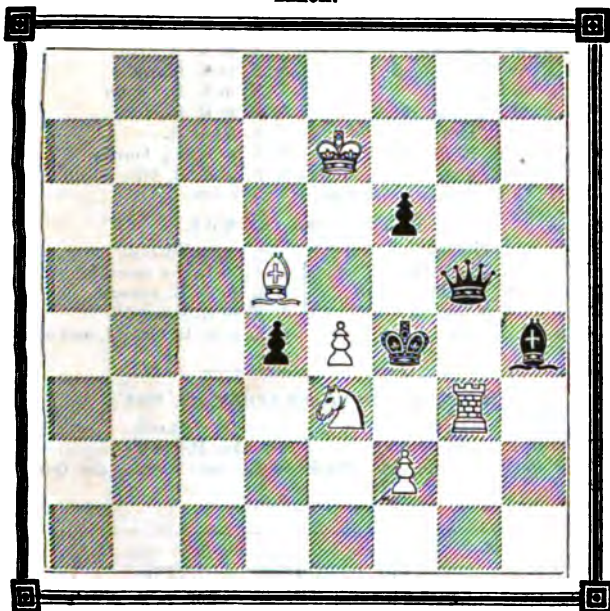
(a) This move not only serves as defence, but likewise maintains the attack.

(b) R. to K. B. second would have been better play.

(c) Kt. back to K. fifth would have been more prudent.

ENIGMA, No. V., BY MR. HORWITZ.

BLACK.



WHITE.

White mates in five moves.

SOLUTION TO ENIGMA, No. IV.

WHITE.

1. Kt. takes P. (check)
2. R. to Q. R. square
3. R. takes R. P. (check)
4. R. to Q. R. seventh, mate

BLACK.

1. K. to R. square
2. Any move
3. P. takes R.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. VII.

- | WHITE. | BLACK. |
|----------------------------------|------------------------|
| 1. K. to K. Kt. second | 1. K. to K. B. fourth |
| 2. K. to K. B. square | 2. K. to K. fourth |
| 3. K. to K. second | 3. K. to K. B. fifth |
| 4. K. to K. B. second | 4. K. to K. fourth |
| 5. K. to K. third | 5. K. to K. B. fourth |
| 6. P. to K. B. fourth | 6. K. to K. Kt. fifth |
| 7. K. to K. fourth | 7. K. takes P. |
| 8. P. to K. B. fifth | 8. K. to K. Kt. fourth |
| 9. K. to K. fifth | 9. P. to K. R. fifth |
| 10. P. to K. B. sixth, and wins. | |

BLACK HAVING THE MOVE.

- | BLACK. | WHITE. |
|-----------------------|----------------------------------|
| 1. K. to K. B. fourth | 1. K. to K. Kt. second |
| 2. K. to K. fourth | 2. K. to K. B. square |
| 3. K. to K. B. fourth | 3. K. to K. second |
| 4. K. to K. B. fifth | 4. K. to K. B. second, and wins. |

SOLUTION TO CHESS STUDY, No. VIII.

- | WHITE. | BLACK. |
|---|--------------------|
| 1. P. to K. sixth (check) | K. takes P. (best) |
| 2. B. to Q. Kt. third, and Black cannot help losing the Queen for Rook. | |

ANSWERS TO CORRESPONDENTS.

INQUIRER.—Mr. Anderson has again been successful in the grand match played at the London Chess Club, and he has already taken his departure for Germany.

S. M.—You must send the solutions with your problems.

R. W.—If the Pawn pushes two squares, what will you do then?

GABCO.—We agree with you. Mr. Alexander's collection of two thousand problems contains many faulty positions, and we shall now and then cook some of them, which may amuse you and many of our readers.

BETA.—You will find Rook and Bishop against Rook carefully analysed in Staunton's Hand-book.

J. H.—It is probable that a Chess Tournament will take place in Berlin next year, whereto all the great chess-players will be invited.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouvierie-street and Primrose-hill, Fleet-street), and published by him at 9, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARNES, Marlborough-street; at RICE'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHess PLAYER.

EDITED BY

Kling and Morwitz.

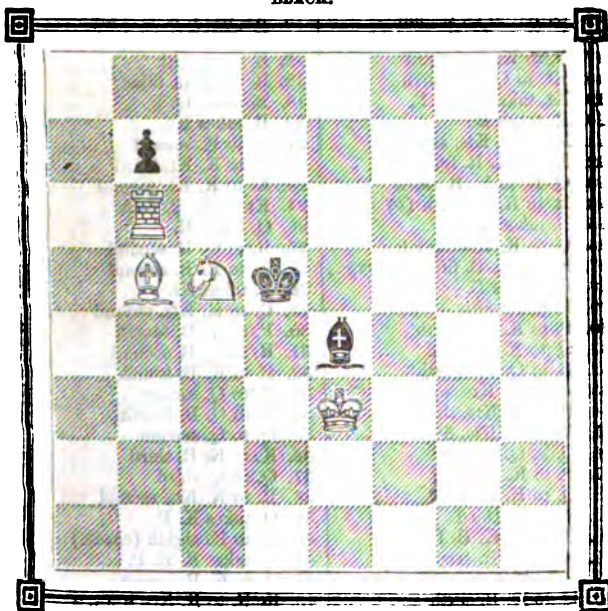
No. 6.

AUGUST 23, 1851.

Price 2d.

PROBLEM, No. VI, BY THE AUTHORS.

BLACK.



WHITE.

White mates in four moves.

GAME BETWEEN MR. HORWITZ AND MR. LOEWE.

WHITE (MR. H.).

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. P. to Q. third
6. P. takes P.
7. B. to K. Kts. fifth
8. B. takes Kt.
9. Kt. to Q. B. third
10. Q. to K. second
11. Castles (on Q. side)
12. B. to Q. Kts. third
13. P. to Q. R. fourth
14. Kt. to Q. Kts. square
15. Q. Kt. to Q. second
16. K. R. to K. B. square
17. P. to K. Kts. third
18. Kt. to Q. B. fourth
19. Kt. takes Q. R. P.
20. R. takes B.
21. K. to Q. Kts. square
22. Kt. to K. R. fourth
23. Q. B. to K. B. third
24. R. to K. B. sixth (b)
25. P. takes Kt.
26. Q. to K. Kts. fourth
27. Kt. to K. B. fifth (check)
28. Kt. takes B.
29. P. to K. fifth
30. P. to K. R. fourth
31. Q. to K. B. third
32. B. to Q. B. fourth
33. R. to K. Kts. square
34. P. to Q. Kts. third
35. R. to K. Kts. fifth
36. Q. to Q. square
37. P. to K. sixth
38. Q. to K. B. third
39. B. to Q. third
40. B. takes K. B. P.
41. K. to Q. R. second
42. B. to Q. third
43. Q. to Q. B. sixth
44. Q. to K. B. sixth

(a) Well played.

(b) A bad move.

BLACK (MR. L.).

1. P. to K. fourth
 2. B. to Q. B. fourth
 3. P. to Q. third
 4. Kt. to K. B. third
 5. Q. to K. second
 6. P. takes P.
 7. P. to K. R. third
 8. Q. takes B.
 9. P. to Q. B. third
 10. Castles
 11. P. to Q. Kts. fourth
 12. P. to Q. R. fourth
 13. P. to Q. Kts. fifth
 14. Kt. to Q. R. third
 15. Kt. to Q. B. second
 16. Kt. to K. third (a)
 17. B. to Q. fifth
 18. B. to Q. R. third
 19. B. takes Q. P.
 20. R. takes Kt.
 21. Q. to K. second
 22. P. to K. Kt. third
 23. K. to K. Kt. second
 24. Kt. to K. B. fifth
 25. Q. takes R.
 26. R. to Q. R. second
 27. K. to K. R. second
 28. P. takes Kt.
 29. Q. to K. Kts. second
 30. P. to K. R. fourth
 31. R. to Q. B. second
 32. P. to K. B. fourth
 33. R. to Q. square
 34. P. to Q. B. fourth
 35. Q. to Q. second
 36. K. to K. R. third
 37. Q. to Q. third
 38. R. to K. Kts. second
 39. Q. takes K. P.
 40. Q. to K. eighth (check)
 41. Q. takes K. R. P.
 42. R. to K. B. square
 43. K. R. to K. Kts. square
- And Black resigned.

GAME BETWEEN MR. ANDERSEN AND MR. SYTOGORSKI.

WHITE (MR. A.).

1. K. P. two
2. K. B. P. two
3. K. B. to Q. B. fourth
4. K. to his B. square
5. K. Kt. to B. third
6. P. to Q. fourth
7. B. to K. second
8. Q. B. takes P.
9. K. Kt. to Kt. fifth (b)
10. K. Kt. P. one
11. B. to K. R. fifth (check)
12. B. to K. Kts. fourth
13. B. takes B.
14. B. to Q. Kt. seventh
15. K. to Kts. second
16. R. takes P.
17. Kt. to Q. second
18. Kt. to K. B. third
19. B. takes R.
20. Q. to Q. third
21. Kt. takes Kt.
22. K. to his Rook's square
23. R. to King's square
24. Q. R. P. two
25. Q. P. one
26. P. takes P.
27. Q. takes P.
28. B. to Q. B. sixth
29. Q. to K. second
30. R. to K. Kts. square
31. R. takes P. (check)
32. R. to Rook's fifth
33. And White resigns.

BLACK (MR. Z.).

1. K. P. two
2. P. takes P.
3. Q. to K. R. fifth (check)
4. Q. P. one
5. Q. to K. R. fourth
6. Q. Kt. P. two
7. Q. B. P. one
8. K. B. P. one (a)
9. Q. to R. fifth
10. Q. to R. third
11. K. Kts. P. one
12. P. takes Kt.
13. P. takes B.
14. P. takes P.
15. P. takes P.
16. Q. to K. B. fifth
17. B. to K. Kts. second
18. Kt. to K. B. third
19. Kt. to Kts. fifth
20. Kt. takes R.
21. Castles
22. R. to King's square
23. K. Kts. P. one
24. Q. R. P. one
25. Q. B. P. one
26. P. takes P.
27. R. to K. B. square†
28. B. to K. fourth
29. Q. to R. fifth (c)
30. R. to B. seventh
31. K. to Rook's square
32. Q. to B. fifth

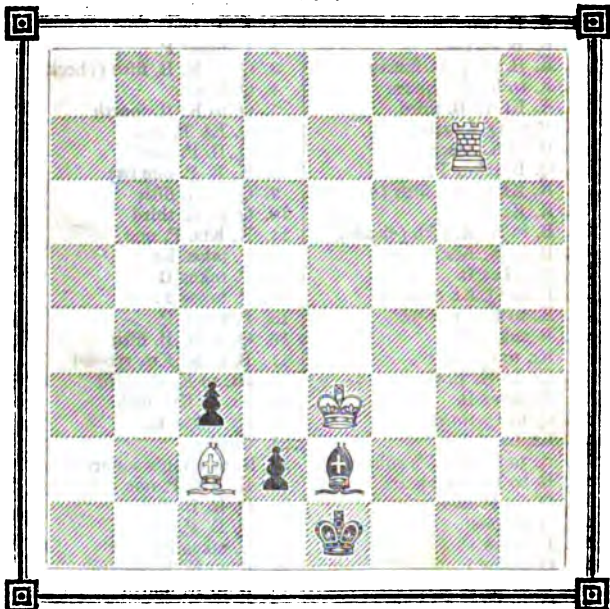
(a) A weak move.

(b) Premature.

(c) The winning move.

CHESS STUDY BY THE AUTHORS, No. XL*

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. IX.

WHITE.

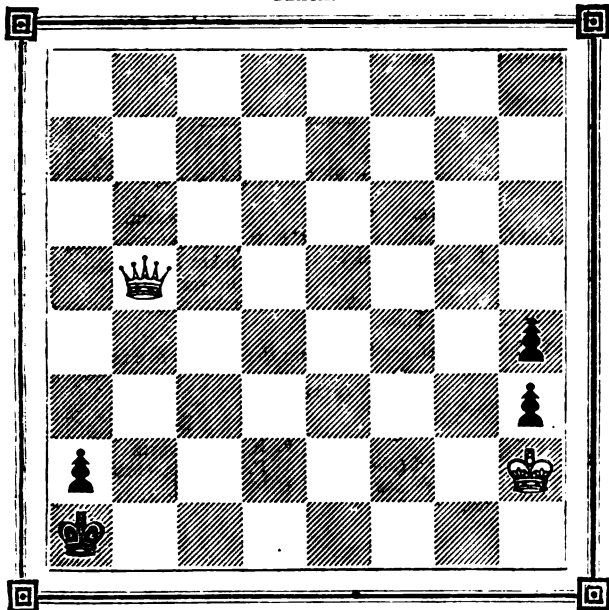
BLACK.

- | | |
|-----------------------------------|-----------------------|
| 1. P. to Q. fourth (check) | 1. K. to K. B. third |
| 2. K. to K. B. fourth | 2. K. to K. B. second |
| 3. K. to K. fifth | 3. K. to K. second |
| 4. P. to K. B. fourth | 4. K. to K. B. second |
| 5. K. to Q. sixth | 5. K. to K. B. third |
| 6. K. to Q. seventh | 6. K. to K. B. second |
| 7. P. to K. third | 7. K. to K. B. third |
| 8. K. to K. eighth (a), and wins. | |

* This and the following diagram are corrected studies from the Book on Endings, by Kling and Horwitz. The authors intend to give in the CHESS PLAYER all the positions lately revised.

CHESS STUDY BY THE AUTHORS, No. XII.

BLACK.



WHITE.

White to move and win.

(a) If Black plays first, he will not be able to bring his King behind the Pawns, and consequently Black, with the move, can only draw. On Diagram, No. IX., we inadvertently said, "Whoever has the move wins," which ought to be, "White, with the move, wins; and Black playing first can only draw."

SOLUTION TO CHESS STUDY, No. X.

WHITE.

1. R. to K. Kts. square
2. R. to K. R. square
3. R. to K. R. sixth
4. R. to Q. Kts. sixth, and wins easily.

BLACK.

1. K. to Q. R. third
2. K. to Q. Kts. fourth or (A)
3. K. to Q. R. fifth

VARIATION A.

WHITE.

- 2.
3. Kt. to Q. Kts. second
4. K. to Q. B. fourth, and wins.

BLACK.

2. K. to Q. R. second
3. K. to Q. Kts. third

SOLUTION TO PROBLEM, No. V.

WHITE.

1. Q. to Q. Kt. fourth
2. R. to K. B. sixth (check)
3. R. to K. sixth (check)
4. Kt. to Q. B. third (check)
5. P. to K. fourth, mate.

BLACK.

1. R. takes Kt. (best) (a)
2. K. takes B. or (A)
3. K. moves
4. P. takes Kt.

(a) The only defence to prolong the mate to five moves.

VARIATION A.

WHITE.

- 2.
3. Kt. to K. B. third (check)
4. P. to K. fourth (check)
5. Rook mates.

BLACK.

2. K. to K. fourth
3. P. takes Kt. (best)
4. K. takes B.

The second game between London and Amsterdam has just terminated in a drawn game; it will appear in the CHESS PLAYER shortly. A third game has already commenced; Amsterdam, having the first move, played—

WHITE (AMSTERDAM)

1. Pawn to King's fourth
2. Kt. to K. B. third

BLACK (LONDON)

1. Pawn to King's fourth
2. Kt. to Q. B. third

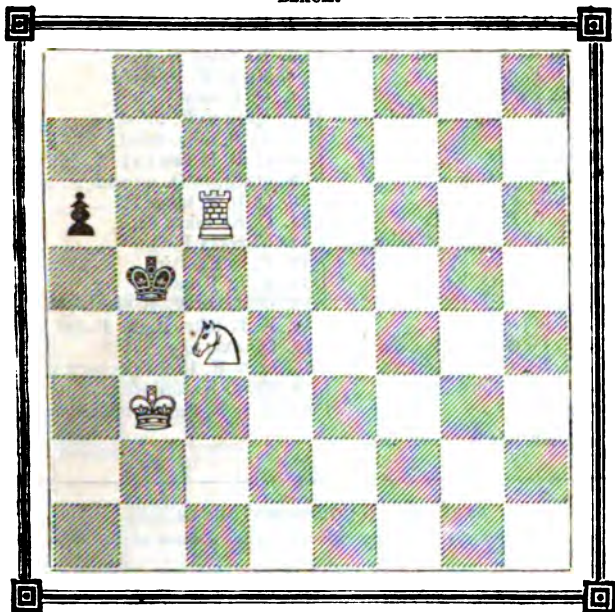
We shall give the moves as they are made in future numbers.

Mr. Kieseritzky, the editor of *La Régence*, has returned to Paris.

A match between Mr. Loewenthal and Mr. Williams is arranged, and will be played shortly at the St. George's Club.

ENIGMA, No. VI., BY E. CLARE.

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO ENIGMA, No. V.

WHITE.

1. Kt. to K. Kt. second (check)
2. R. takes Q. (check)
3. P. to K. B. fourth (check)
4. Kt. to K. R. fourth
5. Kt. mates.

BLACK.

1. K. moves
2. P. or B. takes Rook
3. P. or B. takes P.
4. Any move

GAME BETWEEN MR. BODEN AND H. B.

WHITE (MR. B.).

1. K. P. two
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. Q. P. one
5. K. Kt. takes P.
6. K. B. to Q. Kt. third
7. Castles
8. Q. P. one
9. K. B. P. two
10. K. B. P. one
11. K. B. P. takes B.
12. P. takes K. B. P. (check)
13. K. B. takes P. (check)
14. K. B. to Q. Kt. third
15. Q. takes Q. P.
16. R. takes Kt.
17. K. takes B.
18. Q. Kt. to B. third
19. R. to R. third
20. K. to Kt.

BLACK (H. B.).

1. K. P. two
2. K. Kt. P. two
3. Kt. takes K. P.
4. Kt. to K. B. third
5. Q. P. two
6. Q. B. to K. third
7. K. B. to Q. third
8. Q. B. P. two (a)
9. Q. Kt. to Q. second
10. Q. B. P. takes P.
11. Q. Kt. takes Kt.
12. K. takes P.
13. K. to Kt. third
14. K. R. P. one
15. Q. Kt. to K. B. sixth (ch.)
16. K. B. takes K. R. P. (ch.)
17. Q. takes Q.
18. Q. to K. R. fifth (check)
19. Kt. to Kt. fifth (check)
20. Q. to K. eighth, mates

(a) All this is rather premature.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

B. T. (Derby).—Your numbers shall be sent next week through the bookseller.

R. C.—Be more careful in solving Problems; and we advise you to try again Mr. Clare's beautiful position in six moves.

L. W.—The monthly part of Nos. I., II., III., and IV., is now ready, and to be had of the publisher.

PAWN.—Your positions which we received last week have been examined, and we regret to say that they are not good enough for our publication; but try once more, and perhaps you will be more successful.

WATCHWORD.—Pray do not trouble us with inquiries which have no connexion with chess, nor with questions which may at once be decided by a reference to the *Laws of Chess*.

I. G. W.—Major Jaenisch, who is now playing a match with Mr. Staunton, is the author of several chess works of first-rate merit.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouverie-street and Primrose-hill, Fleet-street), and published by him at 18, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTHA, Marlborough-street; at RICE'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

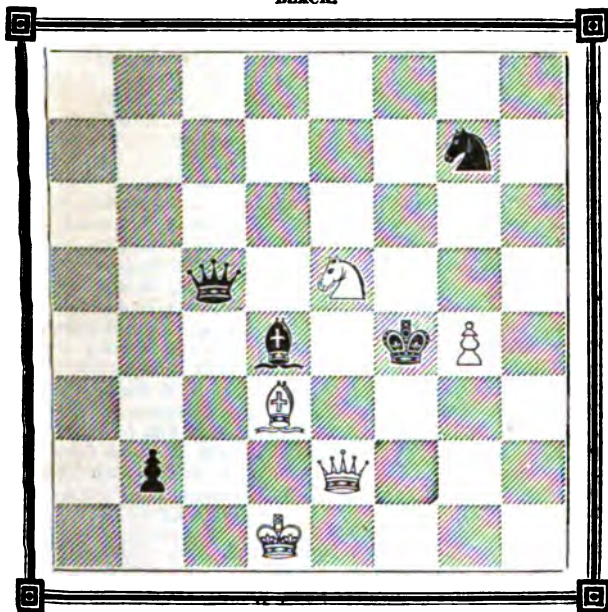
No. 7.

AUGUST 30, 1881.

Price 2d.

PROBLEM, No. VII., BY MR. MCGAHEY.

BLACK.



WHITE.

White mates in three moves.

GAME BETWEEN MR. ANDERSSSEN AND MR. DEACON.

WHITE (MR. D).

1. P. to K. B. fourth
2. Kt. to K. B. third
3. P. to Q. Kts. second
4. B. to Q. Kts. second
5. P. to K. third
6. B. to K. second
7. Q. Kt. to third
8. R. to Q. B. square
9. P. to Q. third
10. Kt. to Q. B. fourth
11. Kt. takes B.
12. Q. to Q. second
13. R. to Q. R. square
14. Castles
15. P. to Q. B. third
16. P. to Q. fourth
17. P. takes Q. R. P.
18. R. to Q. R. third
19. K. R. to Q. R. square
20. P. to Q. fourth
21. Q. takes B.
22. K. Kt. takes P.
23. Q. B. P. takes Kt.
24. Kt. to Q. B. fourth
25. Q. to Q. R. second
26. Kt. to Q. Kt. second
27. Q. to Q. B. fourth
28. Q. to K. second (b)
29. Kt. takes Q. R. P.
30. R. takes B.
31. K. to K. B. second
32. K. to K. Kts. third
33. R. to Q. R. second
34. P. to K. R. third
35. K. to K. R. second
36. K. takes R.
37. K. to R. second
38. R. takes Kt.

BLACK (MR. A).

1. P. to K. B. fourth
2. Kt. to K. B. third
3. P. to K. third
4. B. to K. second
5. Castles
6. Kt. to K. fifth
7. P. to Q. Kts. third
8. P. to Q. R. fourth
9. B. to K. B. third
10. B. takes B.
11. Kt. to Q. B. sixth
12. Kt. takes Q. R. P.
13. Kt. to Q. Kt. fifth
14. P. to Q. third
15. Kt. to Q. fourth
16. P. to Q. B. fourth
17. P. takes P.
18. Kt. to Q. B. third
19. B. to Q. R. third
20. B. takes B.
21. P. takes P.
22. Kt. takes Kt.
23. R. to K. B. second
24. K. R. to Q. R. second
25. P. to Q. R. fifth
26. Q. to Q. second (a)
27. Q. R. to Q. B. square
28. K. R. to Q. B. second
29. R. to Q. B. eighth (check)
30. R. takes R. (check)
31. Q. to Q. B. third
32. Kt. to K. B. third
33. Q. to K. square (c)
34. Kt. to K. fifth (check)
35. R. to K. R. eighth (check)
36. Kt. to K. Kts. sixth (ch.)
37. Kt. takes Q.
38. Q. takes Kt.

And White resigned.

(a) Black plays to give up the R. P. for the King's P.

(b) A little too cautious.

(c) A fine move.

GAME BETWEEN MR. ANDERSSSEN AND MR. LOEWE.

WHITE (MR. A).

1. P. to K. fourth
2. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. Castles
5. P. to Q. B. third
6. P. to Q. fourth
7. P. takes P.
8. P. to K. R. third
9. Kt. to Q. B. third
10. R. to K. square
11. P. to Q. B. third
12. Q. to Q. third
13. P. to K. fifth
14. Kt. takes Kt.
15. K. Kt. to K. second
16. Q. takes Q.
17. R. takes B.
18. Kt. to K. Kt. third
19. B. to K. third
20. R. takes B.
21. P. takes R.
22. R. to Q. Kts. square
23. K. to K. B. second
24. K. to K. second
25. K. Kt. to K. fourth
26. Kt. takes Kt.
27. Kt. to Q. B. fifth
28. Kt. takes R.
29. R. to Q. square
30. R. to Q. fifth
31. P. takes P.
32. P. takes P.
33. R. to Q. second

BLACK (MR. L).

1. P. to K. fourth
 2. P. to Q. B. third
 3. K. B. to Q. B. fourth
 4. P. to Q. third
 5. Kt. to K. B. third
 6. P. takes P.
 7. B. to Q. Kt. third
 8. P. to K. R. third
 9. Castles
 10. R. to K. square
 11. P. to Q. R. fourth
 12. B. to Q. second
 13. Kt. takes Q. P.
 14. P. takes P.
 15. B. to K. third
 16. Q. R. takes Q.
 17. R. takes B.
 18. Q. R. to Q. sixth
 19. R. takes B.
 20. R. takes R.
 21. R. to Q. Kt. third
 22. R. to Q. Kts. sixth
 23. P. to Q. Kts. fourth
 24. P. to Q. B. fourth
 25. Kt. takes Kt.
 26. P. to Q. B. fifth
 27. K. to K. B. square
 28. P. takes Kt.
 29. P. to Q. R. fifth
 30. P. to Q. Kts. fifth
 31. P. to Q. R. sixth
 32. K. to K. second
- And Black resigned.

SOLUTION TO PROBLEM, No. VI.

WHITE.

1. Kt. takes B.
2. B. to K. second
3. K. to Q. fourth
4. R. mates.

BLACK.

1. K. moves
2. K. to K. B. fourth or (A)
3. K. moves

VARIATION A.

WHITE.

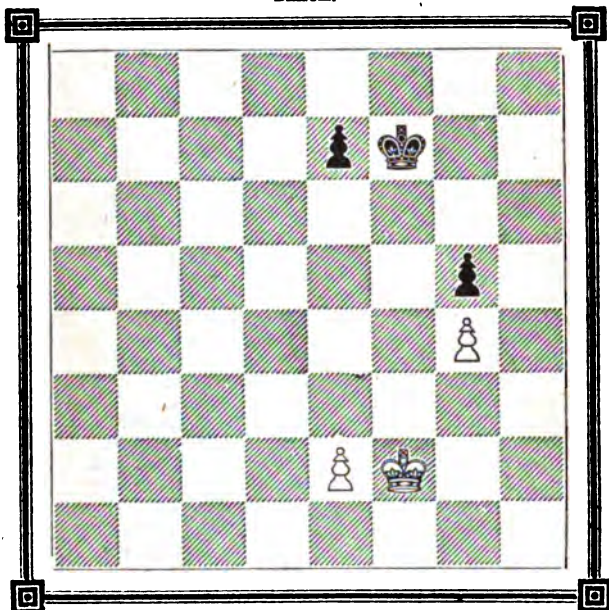
- 2.
3. King to K. B. fourth
4. R. mates.

BLACK.

2. K. to Q. fourth
3. K. moves

CHESS STUDY BY THE AUTHORS, No. XIII.

BLACK.



WHITE.

Whoever has the move wins.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XI.

WHITE.

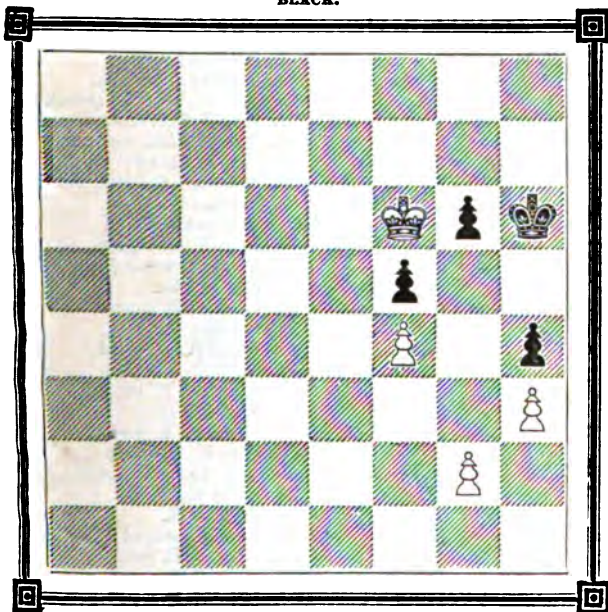
1. R. to K. Kts. square (check)
2. B. to Q. square
3. R. takes B. (check)
4. K. to K. second
5. K. to Q. third
6. R. to Q. Kts. square (check)
7. K. to Q. B. second, and wins.

BLACK.

1. B. to K. B. eighth
2. K. takes B.
3. K. to Q. B. seventh
4. K. to Q. Kts. seventh
5. K. to Q. Kts. sixth
6. K. to Q. R. seventh

CHESS STUDY BY THE AUTHORS, No. XIV.

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY, No. XII.

WHITE.

1. Q. to Q. R. fourth
2. Q. to Q. Kts. fourth (check)
3. Q. to Q. R. third
4. Q. to Q. Kts. third (check)
5. K. to K. R. square
6. Q. to Q. B. second
7. Q. mates.

BLACK.

1. K. to Q. Kts. seventh (best)
2. K. to Q. B. seventh
3. K. to Q. Kts. eighth
4. K. to Q. R. eighth
5. P. moves
6. P. moves

GAME BETWEEN MR. HORWITZ AND MR. W.

(The latter receives the odds of the Q. R., which must be removed from the board.)

WHITE (MR. H).

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. Kt. to Q. B. third
6. P. to Q. fourth
7. Kt. to K. B. third
8. Kt. takes Q.
9. Kt. to K. B. fifth
10. Kt. takes K. B. P. (check)
11. Kt. to K. B. fifth
12. Kt. takes Kt.
13. K. to K. second
14. P. takes P.
15. P. to K. R. fourth
16. Kt. to Q. fifth (check)
17. P. takes P.
18. K. to B. second
19. Kt. takes K. B. P.
20. R. to B. fifth
21. P. to Q. R. fourth
22. K. to K. Kts. square
23. R. takes B.
24. B. takes Kt. (check)
25. B. takes R.
26. P. to K. Kts. fourth
27. Kt. takes R. P.
28. P. takes R.
29. K. to K. B. second, and, after a few more moves, Black resigned.

BLACK (MR. W).

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kt. fourth
5. B. to K. Kts. second
6. P. to Q. third
7. B. to K. Kts. fifth
8. B. takes Q.
9. Q. B. takes B. P.
10. K. to K. B. square
11. Kt. to K. second
12. K. takes Kt.
13. P. to K. B. fourth
14. B. takes P.
15. Kt. to K. B. third
16. K. to Q. second
17. Kt. takes P. (check)
18. Kt. to K. third
19. Kt. takes K. Kts. P.
20. P. to K. R. third
21. Q. R. to K. B. square
22. Kt. to K. third
23. R. takes R.
24. K. to K. second
25. K. to K. B. third
26. P. to K. R. fourth
27. R. takes Kt.
28. K. takes B.

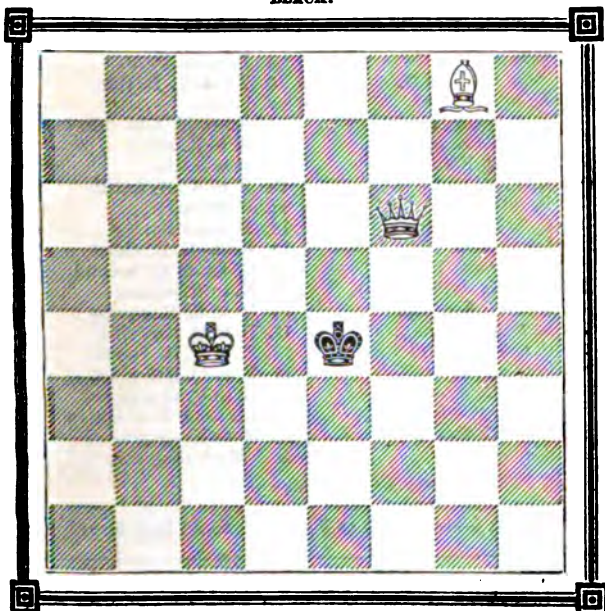
Mr. Andersen is now at Berlin. The London Chess Club has sent the Gold Cup which he (Mr. Andersen) won. As Mr. Harrwitz has likewise gone to Germany, it is probable that a match will be arranged between them.

It is quite decided that a great Chess Tournament will be held next year at Berlin. It will be conducted on a different principle to the London Tournament; each player will play with every other competitor. Every one will be entitled to a prize, according to the number of games he wins.

One game only has been played in the match between Mr. Loewenthal and Mr. Williams, which has proved a drawn game. The match between Messrs. Horwitz and Bird stands thus:—Mr. H., five; Mr. B., two; and three drawn games.

ENIGMA, No. VII., BY HERR HORWITZ.

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO ENIGMA, No. VI

WHITE.

1. Kt. to Q. R. fifth
2. K. to Q. B. fourth
3. R. takes P., mate.

BLACK.

1. K. takes Kt.
2. K. moves

GAME BETWEEN MR. H. AND MR. R.

WHITE (MR. H).

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. takes P.
5. B. to Q. B. fourth
6. Q. to K. second
7. P. to Q. third
8. R. to K. B. square
9. B. to Q. Kts. third
10. R. P. takes B.
11. P. takes P.
12. Q. to K. fourth
13. R. takes R.
14. Q. takes K. P. (b)
15. Q. to K. sixth (check)
16. B. to K. Kts. fifth
17. K. to Q. square
18. P. to K. B. third
19. P. to Q. fourth
20. Kt. to Q. second
21. Q. Kts. P. one
22. Kt. to K. fourth
23. R. takes Kt.

BLACK (MR. R).

1. P. to K. fourth
 2. B. to Q. Kt. fourth
 3. P. to Q. third
 4. P. takes P.
 5. Kt. to K. B. third
 6. Castles
 7. Kt. to K. Kts. fifth (a)
 8. B. to K. third
 9. B. takes B.
 10. P. to K. B. fourth
 11. R. takes P.
 12. R. takes Kt.
 13. Kt. to K. B. third
 14. Q. Kt. to Q. second
 15. K. to R. square
 16. Q. to K. B. square
 17. B. to Q. Kts. fifth
 18. B. to Q. B. fourth
 19. B. to Q. Kts. third
 20. R. to Q. square (c)
 21. Kt. to Q. Kts. square
 22. R. to K. square
- And Black resigned.

(a) Preventing castling on King's side.

(b) Inferior move.

(c) Weak move. Rook to K. square would have been better.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

UMICRON.—We believe Judy is a lady. If her chess play is as good as her problems, she may be classed as first-rate. The problem lately in the "Home Circle" is a gem.

S. M.—It is an impossibility to answer so many things in so small a space.

F. F. G.—You cannot compare Staunton's play with any other person's; it is quite original and peculiar to himself. Mr. Anderssen's bears the stamp of the German school.

BRIGHT.—We consider good studies much more instructive than problems; there is real chess in a study, whilst the solution is often more interesting than in a problem.

G. R.—Staunton never played with Labourdonnais, Macdonnell, or Heydebrand.

LONDON:

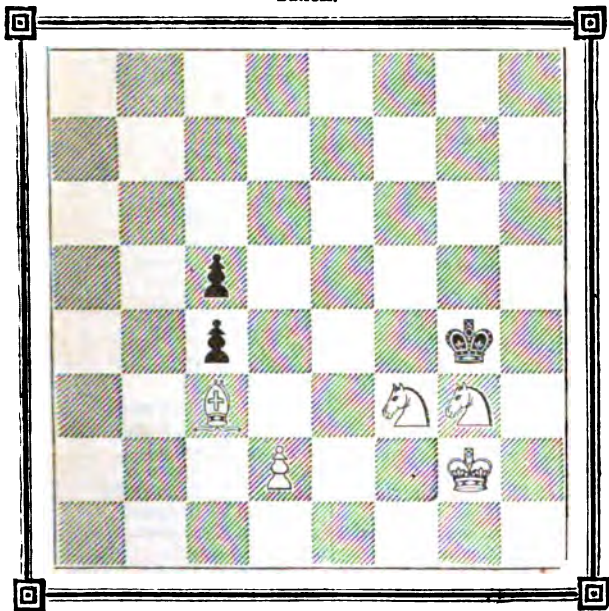
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THE
CHESS PLAYER.

EDITED BY
Kling and Horwitz.

No. 8. SEPTEMBER 6, 1851. Price 2d.

PROBLEM, No. VIII., BY HERR KLING.
BLACK.



WHITE.
White mates in five moves,

GAME PLAYED AT THE LONDON CHESS CLUB TOURNAMENT
BETWEEN MR. DEACON AND MR. LOEWE.

WHITE (MR. D).

1. P. to Q. B. fourth
2. P. to K. third
3. Kt. to Q. B. third
4. P. to K. Kt. third
5. P. to Q. third
6. B. to K. Kts. second
7. Kt. to K. R. third
8. Kt. to Q. fifth
9. P. takes B.
10. P. to K. fourth
11. P. to K. B. fourth
12. Castles
13. B. to Q. second
14. K. B. P. takes P.
15. R. to Q. B. square
16. P. to Q. R. third
17. R. to Q. B. second
18. P. to Q. Kts. fourth
19. Q. to Q. B. square
20. Q. Kts. P. takes P.
21. B. to Q. Kts. fourth
22. B. takes Q.
23. R. takes R.
24. Kt. to K. B. second
25. R. takes P.
26. R. takes Kt.
27. K. to K. B. square
28. R. to Q. B. sixth
29. Kt. to K. R. third
30. P. to Q. R. fourth
31. Kt. to K. B. fourth
32. P. takes P.
33. K. to K. second
34. P. takes B.
35. P. to K. fifth
36. P. to K. sixth
37. B. to K. R. third
38. R. to Q. B. seventh (ch.) (a)
39. R. takes Q. R. P.
40. R. to K. B. seventh (check)
41. P. to K. B. fifth
42. B. to K. Kts. second
43. P. takes P.
44. R. to Q. seventh
45. K. to Q. third

BLACK (MR. L).

1. P. to K. fourth
 2. P. to Q. B. fourth
 3. Kt. to Q. B. third
 4. P. to K. B. fourth
 5. Kt. to K. B. third
 6. P. to Q. third
 7. B. to K. third
 8. B. takes Kt.
 9. Kt. to K. second
 10. P. to K. R. third
 11. Q. to Q. B. second
 12. P. to K. Kts. third
 13. B. to K. Kts. second
 14. Q. P. takes P.
 15. Q. to Q. third
 16. Castles (K. R.)
 17. Q. R. to Q. B. square
 18. P. to Q. Kts. third
 19. K. to K. R. second
 20. R. takes P.
 21. R. takes R.
 22. R. takes Q.
 23. R. to K. square
 24. Kt. to Q. B. square
 25. R. takes B.
 26. R. to K. second
 27. Kt. to K. square
 28. R. to Q. second
 29. Kt. to Q. third
 30. B. to K. fourth
 31. P. takes P.
 32. R. to K. B. second
 33. B. takes Kt.
 34. Kt. to Q. Kts. second
 35. Kt. to Q. B. fourth
 36. R. to K. second
 37. R. to K. square
 38. K. to K. Kts. square
 39. K. to K. B. square
 40. K. to Kts. square
 41. Kt. to K. fifth
 42. Kt. to Q. third
 43. R. to Q. B. square
 44. R. to B. seventh (check)
- And Black resigned.

(a) It would have been much shorter taking Kt. with R.

GAME BETWEEN MR. ANDERSSSEN AND MR. GREENAWAY.

BLACK (MR. G.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. B. takes Kt. P.
4. P. to Q. fourth
5. Q. takes P.
6. Kt. to Q. B. third
7. Kt. to K. B. third
8. B. to K. Kts. fifth
9. Castles (Q. side)
10. K. R. to K. square
11. Kt. takes Q. Kts. P.
12. Kt. to Q. B. seventh (check)
13. Kt. to K. sixth (check)
14. Kt. takes B.
15. Q. to Q. sixth
16. Q. to K. seventh
17. Q. takes Kt. (check)
18. R. to K. third
19. R. to Q. Kts. third (check)
20. B. to Q. eighth (check) (b)
21. Q. to K. seventh
22. B. to Q. R. fifth
23. R. to K. square
24. K. R. to K. third
25. Q. takes K. Kts. P.
26. Q. to K. R. eighth (check)
27. R. to Q. Kts. third (check)
28. Q. takes R.
29. Q. to Q. B. eighth (check)
30. R. takes B.
31. K. to Q. Kts. square
32. R. to Q. square

WHITE (MR. A.)

1. P. to K. fourth
2. P. to Q. Kts. fourth
3. P. to K. B. fourth
4. P. takes Q. P.
5. B. to Q. Kts. second
6. Q. to K. B. third
7. P. takes P.
8. Q. to K. Kts. third
9. P. to Q. B. third
10. P. takes B.
11. Kt. to K. B. third
12. K. to Q. square
13. K. to Q. B. square
14. Q. to K. B. fourth
15. Kt. to K. square (a)
16. B. to Q. B. third
17. K. to Q. Kts. second
18. R. takes Kt.
19. K. to Q. B. second
20. K. to Q. B. square
21. P. takes Kt.
22. P. takes P.
23. B. to K. fifth
24. Kt. to Q. B. third
25. R. to Q. B. second
26. K. to Kts. second
27. K. to Q. R. third
28. Kt. takes B.
29. B. to Q. Kts. second
30. Q. to K. B. fifth (check)
31. Kt. takes R.
32. Q. to Q. fifth

And Black resigned.

(a) A very inferior move for a first-rate player. The Bishop to Q. B. third would have been the correct move.

(b) Black seems not to have known what to do in a position so critical.

SOLUTION TO PROBLEM, No. VII.

WHITE.

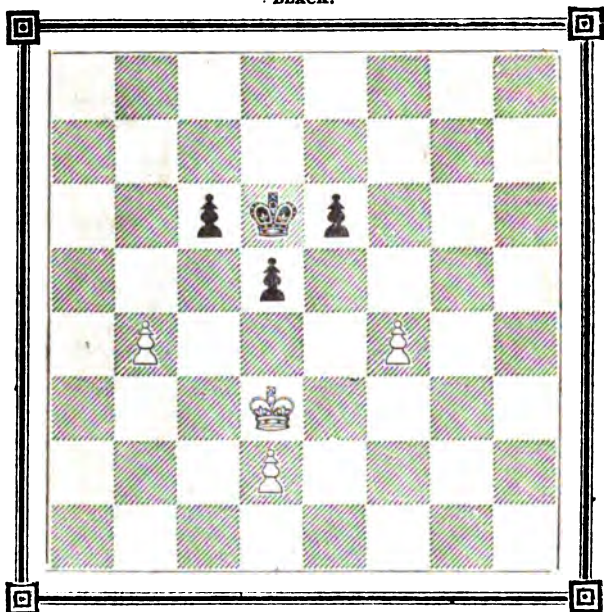
1. Q. to R. second (check)
2. Q. to R. sixth (check)
3. Kt. mates.

BLACK.

1. K. to Kts. fourth (best)
2. K. takes Q.

CHESS STUDY BY THE AUTHORS, No. XV.

. BLACK.



WHITE.

White having the move wins.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XIII.

WHITE.

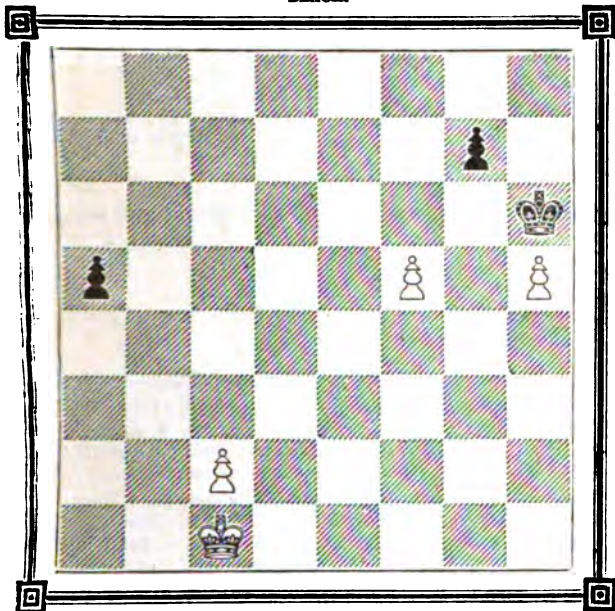
1. K. to K. B. third
2. K. to K. fourth
3. P. to K. third
4. K. to Q. fifth
5. K. to Q. sixth
6. P. to K. fourth
7. P. to K. fifth (check)
8. K. to Q. seventh, and wins.

BLACK.

1. K. to K. B. third
2. K. to K. third
3. K. to K. B. third
4. P. to K. third (check)
5. K. to K. B. second
6. K. to K. B. third
7. K. to K. B. second

CHESS STUDY BY THE AUTHORS, No. XVI.

BLACK.



WHITE.

White having the move can but draw.

SOLUTION TO CHESS STUDY, No. XIV.

WHITE.

1. K. to K. seventh
2. K. to K. sixth
3. K. to K. B. seventh
4. K. to K. Kts. eighth
5. K. to K. B. seventh (a)
6. K. to K. B. sixth, and wins.

BLACK.

1. K. to K. Kt. second
2. K. to K. R. second
3. K. to K. R. third
4. P. to K. Kts. fourth
5. P. takes P.

(a) Had White taken Pawn, Black would have drawn in the following way:—

WHITE.	BLACK.
5. P. takes P. (check)	5. King takes P.
6. K. to K. B. seventh	6. P. to K. B. fifth (b)
7. K. to K. sixth	7. P. to K. B. sixth
8. P. takes P.	8. K. to K. B. fifth
9. K. to K. B. sixth	9. K. takes P.
10. K. to K. B. fifth	10. K. to K. Kts. sixth
11. K. to K. fourth	11. K. takes P.
12. K. to K. B. third, and draws.	

(b) Were Black to play King to K. B. fifth, he must lose.

Matches played at the St. George's Chess Club:—

No. 1.—The match between Mr. Staunton and Major Jaenisch has terminated in favour of Mr. Staunton, Mr. S. scoring seven to Major J.'s two, and two games were drawn. We understand that Major Jaenisch will soon return to his native country.

No. 2.—The match between Mr. Horwitz and Mr. Bird, after a hard contest, has terminated in favour of Mr. Horwitz. The latter won seven games against Mr. Bird's three, and four were drawn.

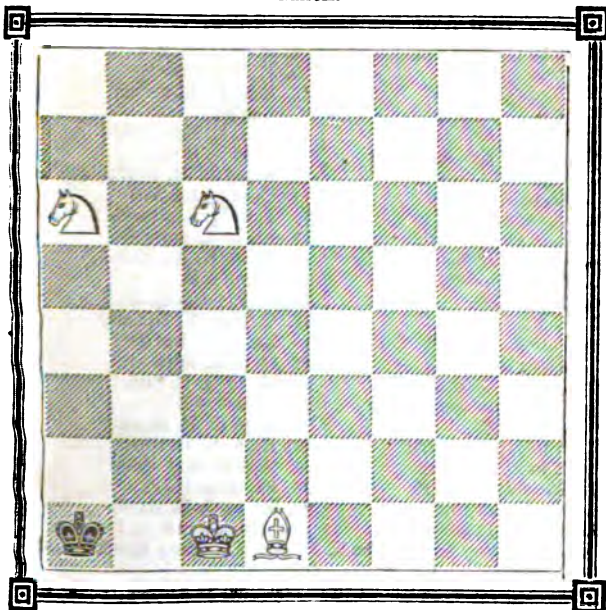
No. 3.—A third match is pending between Mr. Loewenthal and Mr. Williams; each party has won a game, and one game was drawn. We also understand that a match will be played by Captain Kennedy and Mr. Loewe.

We hear there has been already collected for the Chess Tournament in Berlin a sum of 1000 Prussian thalers—equal to about 150*l.* English money.

A *fete* was given on the 18th ult. by the United Chess Club of Potsdam and Berlin to M. Anderssen, on his return from the Tournament in London. Sixty members were present; among the number was Max Lange, a distinguished chess-player from Magdeburg. Before sitting down to supper, the latter and Anderssen played a game together for the edification of the spectators, and Anderssen came off victorious. M. Anderssen is now on his way to the Baths at Salzbrun, and thence returns to his birth-place, Breslau, to resume his functions as professor at the Gymnasium.

ENIGMA, No. VIII, BY HERR HORWITZ.

BLACK.



WHITE.

White mates in five moves.

SOLUTION TO ENIGMA, No. VII.

WHITE.

1. B. to K. sixth
2. B. to K. Kts. fourth
3. Q. mates.

BLACK.

1. K. moves
2. K. anywhere

GAME BETWEEN MR. S. BODEN AND MR. A.

WHITE (MR. A).

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. B. to Q. B. fourth
5. P. to Q. third
6. P. to Q. R. third
7. P. to K. R. third
8. P. to Q. Kt. fourth
9. B. to Q. Kts. second
10. B. to Q. R. second
11. Kt. to K. second
12. Q. to Q. second
13. P. to Q. Kts. fifth
14. P. to Q. R. fourth
15. P. to Q. fourth (b)
16. R. takes B.
17. K. Kt. takes P.
18. P. to K. B. third
19. Kt. to K. B. fifth
20. Q. R. to Q. R. square
21. Q. to Q. B. third
22. Q. takes Kt.
23. P. to K. Kts. fourth
24. P. to K. R. fourth
25. Kt. takes K. R. P.
26. P. to K. R. fifth
27. R. to K. R. second

BLACK (MR. B.).

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. B. to Q. B. fourth
5. P. to Q. third
6. P. to K. R. third
7. Castles
8. B. to Q. Kts. third
9. B. to K. third
10. Kt. to K. R. fourth (a)
11. Q. to Q. second
12. P. to Q. R. fourth
13. Kt. to K. second
14. Kt. to K. Kt. third
15. B. takes B.
16. K. P. takes Q. P.
17. Q. R. to K. square
18. Kt. to K. fourth
19. Q. to K. third
20. Kt. to Q. B. fifth
21. Kt. takes B.
22. K. to K. R. second
23. Kt. to K. B. third
24. P. to K. Kts. third
25. Kt. takes K. P.
26. Kt. to Q. B. sixth

And Black mates in 7 moves.

(a) Tempting him to take K. P. with Kt., when Black would take B. P. with K. B.

(b) At first sight this looks good, but it allows Black to establish an enduring attack.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

A. Z.—The first monthly part of the *CHESS PLAYER* has already appeared; the second will also shortly be out, and to be had of Mr. Hastings, the publisher.

M. S.—Examine well Mr. Boden's book, and you will find many valuable hints, and much original matter in the work.

P. T.—Mr. Kieseritzky has left London; and "La Regence," a chess periodical, is entirely conducted by him. We shall have the pleasure of giving some specimens of his fine play in our magazine.

LITTLE CHESS-PLAYER.—You may be sure anything good will be thankfully received.

Messrs. Medley, Greenaway, Boden, McGahey, Clare, Horner, and Brown are thanked for their kind contributions.

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THE
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EDITED BY

Kling and Horwitz.

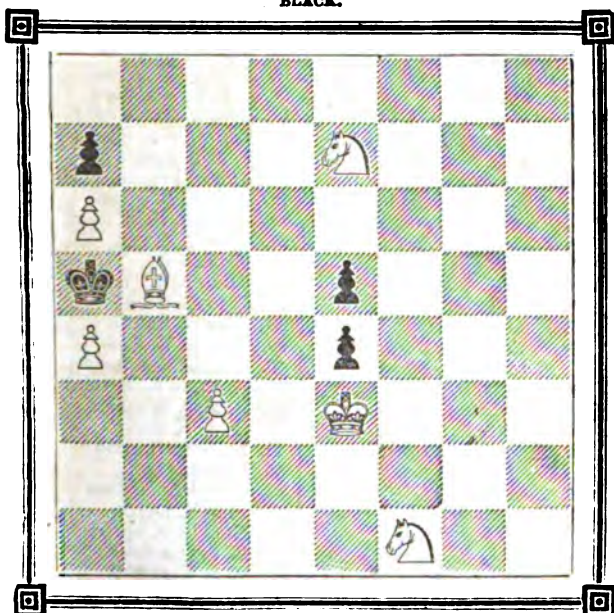
No. 9.

SEPTEMBER 18, 1851.

Price 2d.

PROBLEM, No. IX., BY MR. HORWITZ.

BLACK.



WHITE.

White mates in five moves.

The following Game, with some End Games, have been forwarded to us by the celebrated chess-player, Mr. Cochrane, in India.

WHITE

(MR. COCHRANE).

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. takes P.
4. Kt. takes K. B. P.
5. B. to Q. B. fourth (check)
6. B. takes B. (check)
7. Castles
8. P. to Q. fourth
9. P. to Q. B. fourth
10. Kt. to Q. B. third
11. P. to K. B. fourth
12. P. to Q. R. fourth
13. P. to Q. Kts. fourth
14. B. to K. third
15. P. to Q. R. fifth
16. P. to Q. Kts. fifth
17. P. to Q. fifth
18. Q. to Q. Kts. third
19. K. R. to Q. Kts. square
20. P. to Q. Kts. sixth (check)
21. Kt. to Q. Kts. fifth
22. R. to Q. R. second
23. Kt. to Q. R. seventh
24. Kt. to Q. B. sixth
25. Kt. takes R.
26. P. to K. fifth
27. P. to K. sixth
28. K. to R. square
29. P. to K. Kts. third
30. B. to K. Kts. square
31. Q. to Q. R. fourth
32. P. to K. seventh
33. P. takes K. Kts. P.
34. R. to K. Kts. second
35. P. Queens
36. Q. takes Kt.
37. R. to K. square
38. Q. to Q. Kts. third
39. Q. to Q. third
40. R. to K. B. square
41. R. takes R.
42. Q. to K. B. fifth (check)
43. Q. to Q. seventh (check)
44. Q. takes Q. Kts. P.

BLACK

(MR. MOHESHUNDR).

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. third
4. K. takes Kt.
5. B. to K. third
6. K. takes B.
7. K. to Q. second
8. K. to Q. B. square
9. Q. Kt. to Q. second
10. K. to Q. Kts. square
11. P. to Q. R. third
12. K. to Q. R. second
13. R. to Q. B. square
14. K. to Q. Kt. square
15. P. to Q. B. fourth
16. K. to Q. R. second
17. P. to K. Kts. third
18. B. to K. Kts. second
19. R. to Q. Kts. square
20. K. to R. square
21. Kt. to K. square
22. R. to K. B. square
23. Q. Kt. to K. B. third
24. Q. to Q. second
25. K. takes Kt.
26. Kt. to K. Kt. fifth
27. Q. to K. second
28. Q. to K. R. fifth
29. Q. to K. R. sixth
30. P. to K. Kts. fourth
31. K. Kt. to K. B. third
32. R. to Q. B. square
33. Kt. to K. fifth
34. Kt. to Q. B. sixth
35. Kt. takes Q.
36. R. to K. B. square
37. B. to K. fourth
38. K. to Q. B. square
39. K. to Q. second
40. K. to K. second
41. K. takes R.
42. K. to K. Kts. second
43. K. to Kts. third
44. B. to Q. fifth

WHITE.

45. B. takes R.
46. Q. to Q. B. sixth
47. Q. takes P. (check)
48. Q. to K. B. fourth (check)
49. Q. to K. fourth (check)
50. Q. takes P., and wins.

BLACK.

45. P. takes R.
46. P. to Q. sixth
47. K. takes P.
48. K. to K. Kts. third
49. K. to K. Kts. second

GAME BETWEEN MR. KLING AND MR. ROLL
(In which the former gave the odds of Queen's Rook).

WHITE (MR. K.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to Q. B. third
5. B. to Q. Kt. fifth
6. B. to Q. R. fourth
7. B. to Q. B. second
8. P. to K. R. third
9. Castles
10. P. to Q. fourth
11. P. to Q. fifth
12. P. to K. fifth
13. P. to Q. sixth
14. P. takes P.
15. Q. to Q. third
16. P. to K. Kt. fourth
17. Q. to Q. second
18. Kt. to Q. fourth
19. P. takes Kt.
20. K. takes R.
21. Kt. to Q. B. third
22. Q. to K. third
23. Kt. to K. fourth
24. Q. to B. third
25. B. to K. Kt. fifth
26. B. takes Q.
27. Kt. to K. B. sixth (check)
28. B. takes B.
29. Q. takes B.
30. K. to K. Kt. second
31. Q. to Q. B. eighth (check)
32. Q. takes P. (check)
33. Q. takes R. P.
34. P. to K. Kt. fifth
35. Q. takes Kt. P.
36. K. to Kt. third
37. K. to R. second
38. K. to Kt. square

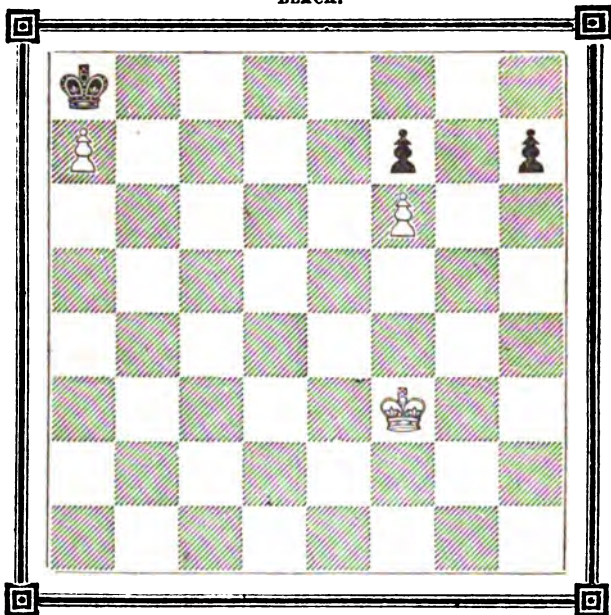
BLACK (MR. R.)

1. P. to Q. B. fourth
2. P. to K. third
3. Kt. to Q. B. third
4. P. to K. B. third
5. P. to Q. R. third
6. P. to Q. Kt. fourth
7. Kt. to K. R. third
8. B. to K. second
9. Castles
10. K. Kt. to K. B. second
11. Kt. to Q. R. fourth
12. P. takes K. P.
13. Kt. takes P.
14. Kt. to K. B. fourth
15. P. to K. Kt. third
16. P. to Q. B. fifth
17. B. to Q. B. fourth (check)
18. Kt. takes Kt.
19. R. takes R. (check)
20. B. to Kt. third
21. Q. to Q. R. fifth
22. Kt. to Q. B. third
23. B. takes Q. P.
24. B. takes K. P.
25. B. to Q. Kt. second
26. R. to K. B. square
27. B. takes Kt.
28. Kt. to Q. fifth
29. R. takes B. (check)
30. Kt. takes B.
31. K. to Kt. second
32. K. to B. square
33. Kt. to Q. Kt. fifth
34. R. to K. B. second
35. Kt. to Q. sixth
36. R. to K. B. sixth (check)
37. R. takes P. (check)
38. R. to K. Kt. sixth (check)

And draws.

CHESS STUDY BY THE AUTHORS, No. XVII.

BLACK.



WHITE.

Whoever has the move wins.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XV.

WHITE.

1. K. to Q. fourth
2. K. to K. fifth
3. K. to K. B. sixth
4. P. to Q. fourth
5. K. to K. B. seventh
6. K. to K. eighth
7. K. to K. seventh, and wins.

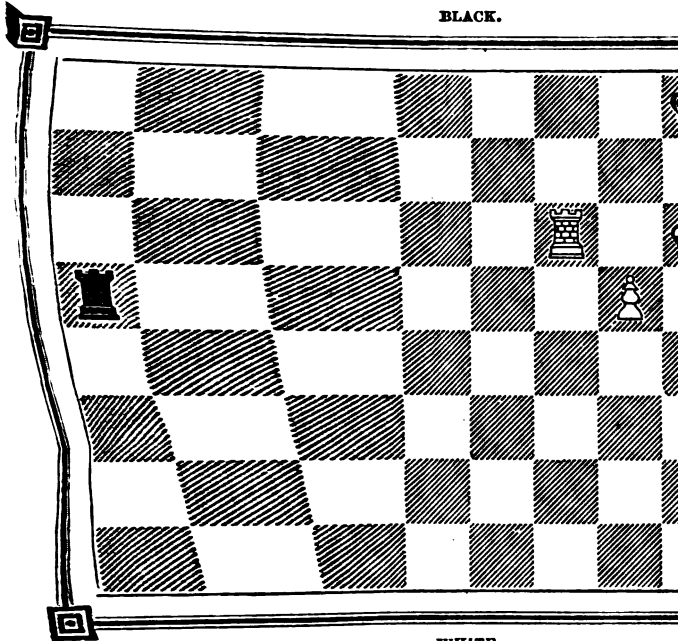
BLACK.

1. K. to K. second
2. K. to Q. second
3. K. to Q. third
4. K. to Q. second
5. K. to Q. third
6. K. to Q. B. second

THE CHESS PLAYER.

CHESS STUDY BY THE AUTHORS, No. XVIII

BLACK.



WHITE.

Black having the move draws.

SOLUTION TO CHESS STUDY, No. XVI

WHITE.

1. P. to Q. B. fourth (a)
2. K. to Kts. second
3. K. to R. third
4. K. to R. fourth
5. K. to Kts. fifth
6. K. to Kts. fourth (b)
7. K. takes P.

BLACK.

1. K. to K. Kts. fourth
2. K. takes B. P.
3. K. to K. fourth
4. K. to Q. fifth
5. P. to Q. R. fifth
6. P. to Q. R. sixth
7. K. takes P.

WHITE.	BLACK.
8. K. to Kts. second	8. K. to Q. sixth
9. K. to B. square	9. K. to K. sixth
10. K. to Q. square	10. K. to K. B. fifth
11. P. to R. sixth	11. P. takes P.
12. K. to K. second	12. K. to Kts. sixth
13. K. to K. B. square	13. K. to R. seventh
14. K. to K. B. second, and draws.	

(a) Were White to play P. to K. B. sixth, he would draw by pushing Kts. P. two squares.

(b) Had White taken P. with King immediately, he would have lost ; for instance:—

WHITE.	BLACK.
6. K. takes P.	6. K. takes P.
7. K. to R. third	7. K. to Q. sixth
8. K. to Kts. second	8. K. to K. sixth
9. K. to B. second	9. K. to B. fifth
10. P. to R. sixth	10. P. takes P.
11. K. to Q. square	11. K. to Kts. sixth
12. K. to K. second	12. K. to Kts. seventh

And wins.

SOLUTION TO PROBLEM, No. VIII.

WHITE.	BLACK'S
1. B. to K. fifth	Moves are all forced.
2. P. takes P.	
3. B. to K. B. sixth	
4. Kt. to K. fifth	
5. B. mates.	

The Editors are preparing an elementary work on chess, which they hope to have ready for publishing in the early part of 1852.

In the match between Herr Loewenthal and Mr. Williams, each player has scored three games.

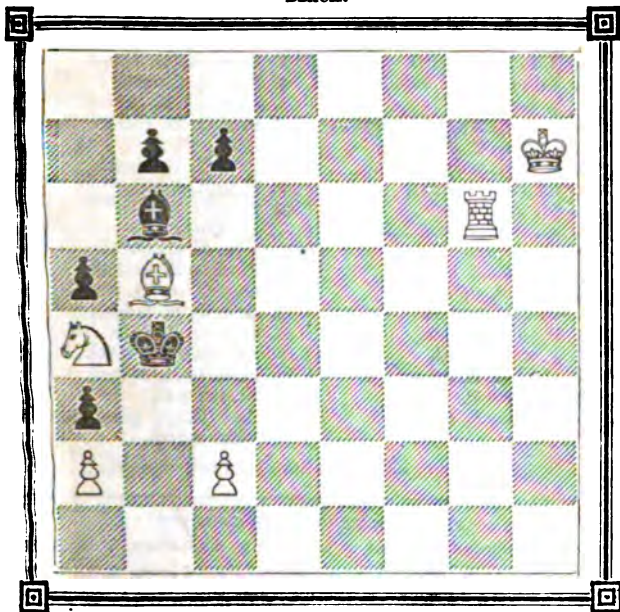
The match between Captain Kennedy and Mr. Loewe has not yet commenced.

Another match between Mr. Bird and Mr. Horwitz will shortly come off.

Mr. Szen, the Hungarian chess-player, who played in the Tournament at London, is at present at Paris. A match is talked of between him and Mr. Kieseritzky.

ENIGMA, No. IX., BY MR. HORWITZ.

BLACK.



WHITE.

White mates in four moves.

SOLUTION TO ENIGMA, No. VIII.

WHITE.

1. Kt. to Q. B. seventh
2. Kt. to Q. Kts. fifth
3. Kt. to Q. fourth
4. B. to Q. Kts. third (check)
5. Kt. mates.

BLACK'S

Moves are forced.

GAME BETWEEN MR. ZYTOGORSKI AND MR. WEIL.

WHITE (MR. W.).

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. Kt. to K. Kts. fifth
5. P. takes P.
6. B. to Q. Kts. fifth (check)
7. P. takes P.
8. B. to K. second
9. Kt. to K. B. third
10. Kt. to K. fifth
11. Kt. to K. Kts. fourth
12. B. takes B.
13. B. to K. B. third
14. K. to B. square
15. Q. to K. second
16. P. to Q. B. third
17. P. to Q. fourth
18. Q. to Q. B. second
19. K. takes P.
20. Q. takes Q. (a)

BLACK (MR. Z.).

1. P. to K. fourth
2. Kt. to Q. B. third
3. Kt. to K. B. third
4. P. to Q. fourth
5. Kt. to Q. R. fourth
6. P. to Q. B. third
7. P. takes P.
8. P. to K. R. third
9. P. to K. fifth
10. Q. to Q. fifth
11. B. takes Kt.
12. P. to K. sixth
13. P. takes P. (check)
14. Castles (on Q. side)
15. B. to Q. B. fourth
16. Q. to Q. R. fifth
17. Kt. to Q. Kt. sixth
18. K. R. to K. square
19. Kt. takes B.
20. And Black gave mate in four moves.

(a) Queen taking Kt. would have been better play.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

MR. SHEPARD.—Through the unavoidable absence of the authors, they regret to find the following corrections are necessary to be made in No. 7, page 50:—White—3. P. to Q. Kts. third; 7. Q. Kt. to R. third; 16. P. to Q. Kts. fourth. Page 51, Black's second move, Kt. to Q. B. third. Page 54, White's tenth move, Kt. takes K. B. (check); Black's fifteenth move, Kt. to Q. B. third. Page 56, Black's second move, B. to Q. B. fourth; White's eighteenth move, P. to Q. B. third. We have taken measures which will, we hope, prevent a recurrence of such mistakes.

PHILO.—The games and endings of games of our kind contributor shall be inserted in future numbers.

R. J.—Mr. Cochrane resides in India, and has not visited his native land for nearly seven years. His official duties prevented his attendance at the Tournament, in which, however, he took a lively interest.

C. F.—Mearns, Stanley, Rousseau, and Brian are the only American chess-players of note known to the chess world.

BETA.—The Tournament to be held in Germany next year will most likely be attended by many great chess-players who were not present at the Tournament held in London.

LONDON:

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

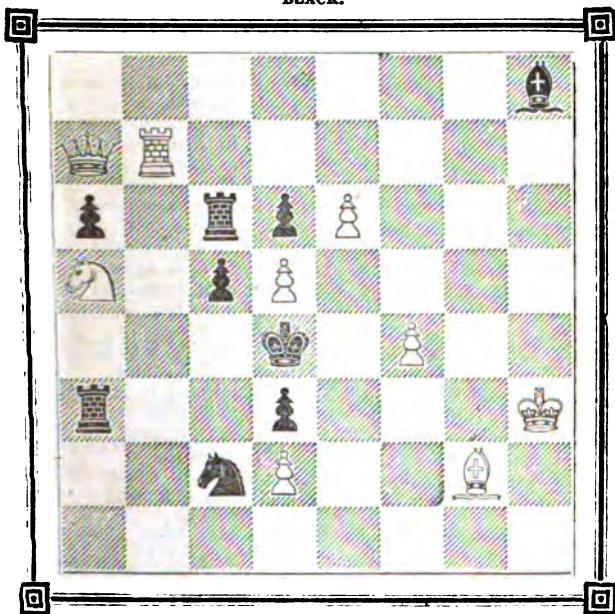
No. 10.

SEPTEMBER 20, 1861.

Price 2d.

PROBLEM No. X., BY MR. C. T. ATKINS (Weymouth).

BLACK.



WHITE.

White moving first to checkmate in four moves.

GAME BETWEEN MR. HORWITZ AND AN AMATEUR; MR. H.
GIVING THE Q. R.

WHITE (MR. H.).

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. P. to K. fifth
7. B. to Q. fifth
8. Castles
9. B. takes Kt.
10. Kt. to K. Kts. fifth
11. P. takes P.
12. Kt. to Q. B. third
13. P. to K. sixth
14. Q. Kt. takes P.
15. Q. to K. R. fifth
16. Kt. to Q. B. third
17. K. to R. square
18. Kt. takes B.
19. Kt. takes Kts. P. (check)
20. Kt. takes Q.
21. B. to K. R. sixth
22. Kt. to K. fourth
23. P. to K. B. fourth
24. P. to K. B. fifth
25. P. to K. B. sixth
26. B. to K. B. fourth
27. Kt. to K. Kts. fifth
28. Kt. takes Kt.
29. Kt. to K. Kt. seventh (d)
30. B. to K. Kts. fifth
31. P. to K. Kts. fourth
32. B. to Q. B. square
33. P. to K. R. fourth
34. P. to K. Kts. fifth
35. B. takes P.
36. P. to K. Kts. sixth
37. Kt. to K. sixth

BLACK (AMATEUR).

1. P. to K. fourth
 2. Kt. to Q. B. third
 3. B. to Q. B. fourth
 4. Kt. to K. B. third
 5. P. takes P.
 6. Kt. to K. fifth
 7. P. to K. B. fourth
 8. Kt. to K. second (a)
 9. P. takes B.
 10. Kt. to K. Kts. third
 11. B. to Q. Kts. third
 12. P. to Q. third (b)
 13. Q. to K. B. third
 14. Q. takes Q. P.
 15. P. to Q. fourth
 16. Q. to K. fourth
 17. B. takes K. P.
 18. Q. takes Q.
 19. K. to Q. second
 20. P. to Q. B. third
 21. P. to Q. fifth
 22. Q. R. to Q. square
 23. K. to Q. B. square
 24. Kt. to K. fourth
 25. Kt. to K. B. second
 26. K. R. to K. square
 27. R. to Q. second (c)
 28. R. takes Kt.
 29. R. to K. seventh
 30. R. takes Q. Kts. P.
 31. P. to K. R. third
 32. R. takes Q. R. P.
 33. P. to Q. sixth
 34. P. to Q. seventh
 35. R. takes B.
 36. R. to K. B. square
- And Black resigned.

(a) A weak move. Black ought to have taken Pawn with Pawn.

(b) Pawn to Queen's fourth would have been better.

(c) Black ought to have taken Knight.

(d) Time lost. Pawn to K. Kts. fourth would have been more effective.

GAME BETWEEN MR. LOEWE AND MR. BODEN.

WHITE (MR. L).

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. P. takes P.
6. B. to K. third
7. P. to Q. B. fourth
8. Kt. to Q. B. third
9. Q. to Q. R. fourth (check)
10. Kt. takes Q. Kt.
11. P. takes B.
12. Q. to Q. Kts. fourth
13. K. to Q. second (a)
14. Q. R. to K. square
15. Q. to Q. R. third
16. Q. B. to Q. fourth
17. K. to Q. B. second
18. P. to K. Kts. third
19. K. to Q. B. square
20. B. to K. Kts. second
21. P. to Q. B. fifth
22. P. takes R.
23. K. to Q. second
24. B. takes B. P. (check)
25. B. takes B. (check)
26. K. takes Kt.
27. K. to Q. second
28. B. to K. third
29. P. to Q. B. fourth
30. Q. takes Q.
31. B. to Q. fourth
32. B. takes Kts. P.

BLACK (MR. B).

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. P. to Q. fourth
5. Q. takes P.
6. Kt. to K. B. third
7. B. to Q. Kts. fifth (check)
8. Q. to K. fifth
9. Kt. to Q. B. third
10. K. B. takes Q. Kt. (check)
11. P. takes Kt.
12. Kt. to K. Kts. fifth
13. B. to K. third
14. P. to Q. R. fourth
15. Q. R. to Q. square (check)
16. Q. to K. B. fifth (check)
17. Kt. takes B. P.
18. Q. to K. B. fourth (check)
19. Kt. takes R.
20. R. to Q. third
21. Kt. to K. B. seventh
22. Kt. to Q. sixth (check)
23. Kt. takes R.
24. B. to Q. second
25. K. takes B.
26. R. to K. square (check)
27. Q. to Q. Kts. fourth (b)
28. P. takes P.
29. Q. to Q. Kts. fifth (check)
30. P. takes Q.
31. R. to Q. R. square
32. R. takes R. P (check)

And wins.

(a) Q. to Q. B. fifth would have been better.

(b) Q. to K. B. sixth was more decisive.

SOLUTION TO PROBLEM No. IX.

WHITE.

1. Kt. to Q. second
2. Kt. to Q. fifth (check)
3. Kt. takes P. (check)
4. B. to Q. seventh
5. B. mates.

BLACK.

1. K. moves
2. K. to Q. B. fourth
3. K. takes Kt.
4. K. moves

GAME BETWEEN MR. HORWITZ AND AN AMATEUR; MR. H.
GIVING THE Q. R.

WHITE (MR. H.).

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. P. to K. fifth
7. B. to Q. fifth
8. Castles
9. B. takes Kt.
10. Kt. to K. Kts. fifth
11. P. takes P.
12. Kt. to Q. B. third
13. P. to K. sixth
14. Q. Kt. takes P.
15. Q. to K. R. fifth
16. Kt. to Q. B. third
17. K. to R. square
18. Kt. takes B.
19. Kt. takes Kts. P. (check)
20. Kt. takes Q.
21. B. to K. R. sixth
22. Kt. to K. fourth
23. P. to K. B. fourth
24. P. to K. B. fifth
25. P. to K. B. sixth
26. B. to K. B. fourth
27. Kt. to K. Kts. fifth
28. Kt. takes Kt.
29. Kt. to K. Kt. seventh (d)
30. B. to K. Kts. fifth
31. P. to K. Kts. fourth
32. B. to Q. B. square
33. P. to K. R. fourth
34. P. to K. Kts. fifth
35. B. takes P.
36. P. to K. Kts. sixth
37. Kt. to K. sixth

BLACK (AMATEUR).

1. P. to K. fourth
 2. Kt. to Q. B. third
 3. B. to Q. B. fourth
 4. Kt. to K. B. third
 5. P. takes P.
 6. Kt. to K. fifth
 7. P. to K. B. fourth
 8. Kt. to K. second (a)
 9. P. takes B.
 10. Kt. to K. Kts. third
 11. B. to Q. Kts. third
 12. P. to Q. third (b)
 13. Q. to K. B. third
 14. Q. takes Q. P.
 15. P. to Q. fourth
 16. Q. to K. fourth
 17. B. takes K. P.
 18. Q. takes Q.
 19. K. to Q. second
 20. P. to Q. B. third
 21. P. to Q. fifth
 22. Q. R. to Q. square
 23. K. to Q. B. square
 24. Kt. to K. fourth
 25. Kt. to K. B. second
 26. K. R. to K. square
 27. R. to Q. second (c)
 28. R. takes Kt.
 29. R. to K. seventh
 30. R. takes Q. Kts. P.
 31. P. to K. R. third
 32. R. takes Q. R. P.
 33. P. to Q. sixth
 34. P. to Q. seventh
 35. R. takes B.
 36. R. to K. B. square
- And Black resigned.

(a) A weak move. Black ought to have taken Pawn with Pawn.

(b) Pawn to Queen's fourth would have been better.

(c) Black ought to have taken Knight.

(d) Time lost. Pawn to K. Kts. fourth would have been more effective.

GAME BETWEEN MR. LOEWE AND MR. BODEN.

WHITE (MR. L.).

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. P. takes P.
6. B. to K. third
7. P. to Q. B. fourth
8. Kt. to Q. B. third
9. Q. to Q. R. fourth (check)
10. Kt. takes Q. Kt.
11. P. takes B.
12. Q. to Q. Kts. fourth
13. K. to Q. second (a)
14. Q. R. to K. square
15. Q. to Q. R. third
16. Q. B. to Q. fourth
17. K. to Q. B. second
18. P. to K. Kts. third
19. K. to Q. B. square
20. B. to K. Kts. second
21. P. to Q. B. fifth
22. P. takes R.
23. K. to Q. second
24. B. takes B. P. (check)
25. B. takes B. (check)
26. K. takes Kt.
27. K. to Q. second
28. B. to K. third
29. P. to Q. B. fourth
30. Q. takes Q.
31. B. to Q. fourth
32. B. takes Kts. P.

BLACK (MR. B.).

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. P. to Q. fourth
5. Q. takes P.
6. Kt. to K. B. third
7. B. to Q. Kts. fifth (check)
8. Q. to K. fifth
9. Kt. to Q. B. third
10. K. B. takes Q. Kt. (check)
11. P. takes Kt.
12. Kt. to K. Kts. fifth
13. B. to K. third
14. P. to Q. R. fourth
15. Q. R. to Q. square (check)
16. Q. to K. B. fifth (check)
17. Kt. takes B. P.
18. Q. to K. B. fourth (check)
19. Kt. takes R.
20. R. to Q. third
21. Kt. to K. B. seventh
22. Kt. to Q. sixth (check)
23. Kt. takes R.
24. B. to Q. second
25. K. takes B.
26. R. to K. square (check)
27. Q. to Q. Kts. fourth (b)
28. P. takes P.
29. Q. to Q. Kts. fifth (check)
30. P. takes Q.
31. R. to Q. R. square
32. R. takes R. P (check)

And wins.

(a) Q. to Q. B. fifth would have been better.

(b) Q. to K. B. sixth was more decisive.

SOLUTION TO PROBLEM No. IX.

WHITE.

1. Kt. to Q. second
2. Kt. to Q. fifth (check)
3. Kt. takes P. (check)
4. B. to Q. seventh
5. B. mates.

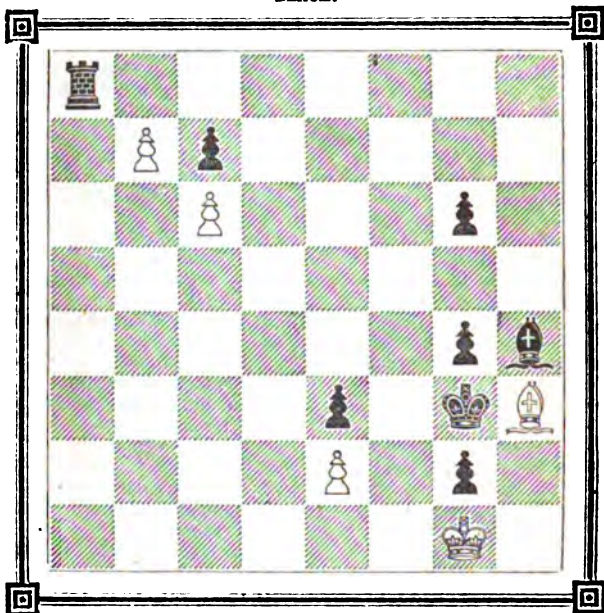
BLACK.

1. K. moves
2. K. to Q. B. fourth
3. K. takes Kt.
4. K. moves

REVOLUTIONARY QUESTION No. XIX.

How can WHITE draw ?

BLACK.



WHITE.

White having the move can draw.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XVII.

WHITE HAVING THE MOVE.

WHITE.

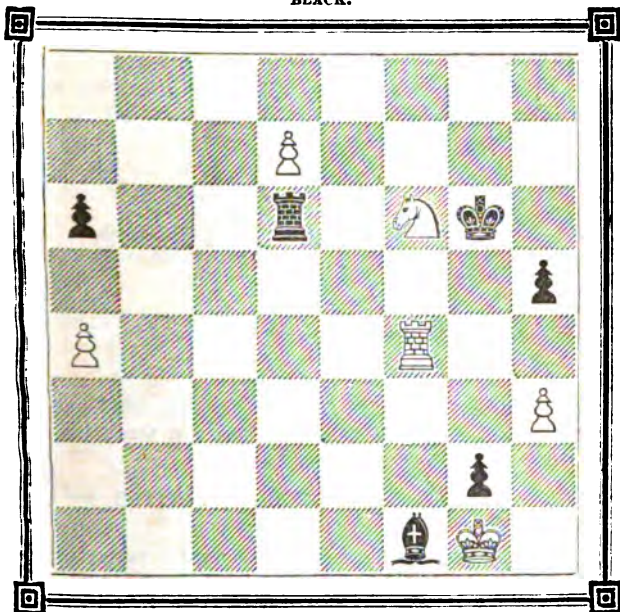
1. K. to K. Kt. fourth
2. K. to K. R. fifth
3. K. to K. R. sixth
4. K. takes R. P.
5. K. to K. Kt. eighth
6. K. to K. Kt. seventh, and wins.

BLACK.

1. K. takes P.
2. K. to Q. Kt. second
3. K. to Q. B. third
4. K. to Q. fourth
5. K. to K. third

CHESS STUDY BY MR. COCHRANE, No. XX.

BLACK.



WHITE.

White moves and wins.

BLACK HAVING THE MOVE.

BLACK.

1. K. takes P.
2. K. to Q. Kt. second
3. K. to Q. B. third
4. K. to Q. fourth
5. K. to K. fourth
6. K. to K. third, and wins.

WHITE.

1. K. to K. Kt. fourth
2. K. to K. R. fifth
3. K. to K. R. sixth
4. K. takes R. P.
5. K. to K. Kt. seventh

SOLUTION TO CHESS STUDY No. XVIII.

BLACK.

1. R. to Q. B. third
2. R. to Q. Kt. third
3. R. to K. Kt. eighth (a), and draws.

WHITE.

1. K. to K. Kt. sixth
2. K. to K. R. fifth

(a) Had Black taken Rook with Rook, White would win in the following way:—

BLACK.

3. R. takes R.
4. K. takes P.
5. K. to K. square
6. K. to Kt. square
7. K. to R. square

WHITE.

3. P. takes R.
4. K. to K. Kt. fifth
5. K. to R. sixth
6. K. to K. Kt. sixth
7. K. to K. B. seventh, and wins.

In the match between Mr. Loewenthal and Mr. Williams, Mr. L. has scored four to his opponent's three, and there has been one drawn game.

A match is also made between Mr. Horwitz and Mr. Loewenthal.

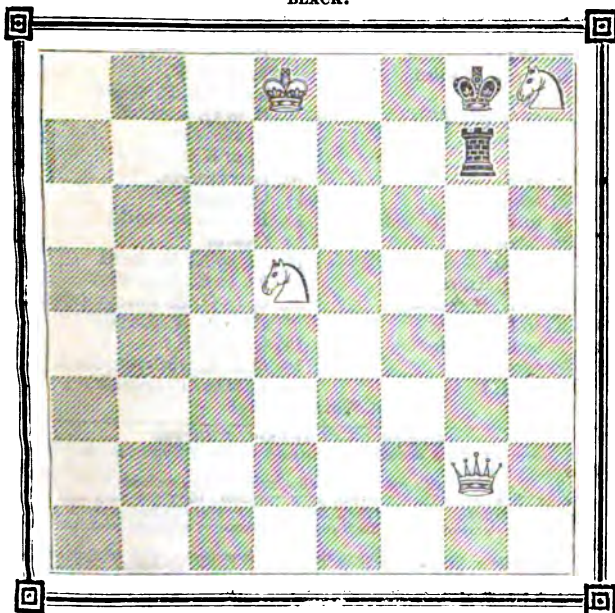
A committee of gentlemen has been formed to raise subscriptions for a testimonial to be presented to Mr. Staunton, as a public acknowledgment of his eminent services in the cause of chess. R. Longbottom, Esq., 5, Cavendish-square, is the Honorary Secretary.

CHESS IN GERMANY.—A match of great interest is spoken of as likely to take place between Mr. Anderssen, who bore off the first prize in the London Tournament, and Herr Von Heydebrand, who is considered the strongest player in Germany. The latter only waits for an opportunity when he can be spared from his official duties.

Mr. Grimm, one of the finest chess-players of the age, and who has been in exile in Turkey, is expected to arrive in England during the present month. This gentleman, in conjunction with Loewenthal and Szen, won the famous correspondence games with Paris.

ENIGMA No. X., BY MR. HENRY TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

SOLUTION TO ENIGMA No. IX.

WHITE.

1. R. takes B.
2. B. to K. second
3. P. to Q. B. third
4. B. mates.

BLACK.

1. P. takes R. (best)
2. Any move

GAME BETWEEN MR. S. AND MR. HORWITZ.

BLACK (MR. S).

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. B. third
4. P. takes P.
5. Kt. to K. B. third
6. Q. takes P.
7. B. to Q. Kts. fifth
8. B. takes Kt.
9. Castles
10. P. to K. fifth
11. P. takes P.
12. Q. to K. third (check)
13. R. takes B.
14. Kt. to Q. B. third
15. P. to Q. Kt. second
16. Q. to K. B. fourth
17. K. to R. square
18. P. to K. R. third
19. P. takes Kt.
20. R. to K. B. square

WHITE (MR. H).

1. P. to Q. third
2. P. to K. B. fourth
3. P. takes P.
4. P. to K. fourth
5. P. takes P.
6. Kt. to Q. B. third
7. B. to Q. second
8. B. takes B.
9. Q. to K. second
10. B. takes Kt.
11. Q. takes P.
12. B. to K. second
13. Castles
14. Kt. to K. B. third
15. Kt. to K. Kts. fifth
16. Q. to Q. B. fourth (check)
17. P. to K. R. fourth
18. Q. takes Kt.
19. Q. to K. eighth (check)
20. P. takes P. (check)

And White resigned.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

C. T.—The player with the Knight wins easily, and in various ways.

HENRY TURTON.—We approve of your enigmas; they are very neat and clean in construction, and we shall be happy to receive some more of your productions. The one with the three Rooks requires a Black Bishop at K. R. square.

C. T. ATKINS.—Your problems in three and four moves, with trifling alterations, will do; but the one in five moves is not sound, as Queen to Queen's Bishop's eighth (check) will frustrate your original idea. The problems first mentioned are original; in your next, try with fewer pieces.

M. P.—A common complaint with chess-players—when they lose, it is generally owing to their being in ill-health.

AUTHOR.—It does not always follow that those who have written many works on chess have also been original and instructive.

SIMPLE.—We often prefer an incorrect position to a correct but insignificant one, as the former may with a little alteration be made useful, whilst the latter may be worthless.

CURIOS.—We are of opinion that a Pawn, when reaching his eighth square, is entitled to become any piece the player thinks best; and, naturally enough, if it prove disadvantageous to become a piece, it may still remain a Pawn. (See Diagram 19.) This question among others, we thought, should have been discussed at the Tournament.

X. P.—There is no merit in taking more time than is requisite, and, after all, an inferior move is generally the result; but to take the proper time is necessary to play well.

B. A.—Labourdonnais was not so great an author as he was a chess-player.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouvierie-street and Primrose-hill, Fleet-street), and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTHELEMY, Marlborough-street; at RICE'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHess PLAYER.

EDITED BY

Kling and Horwitz.

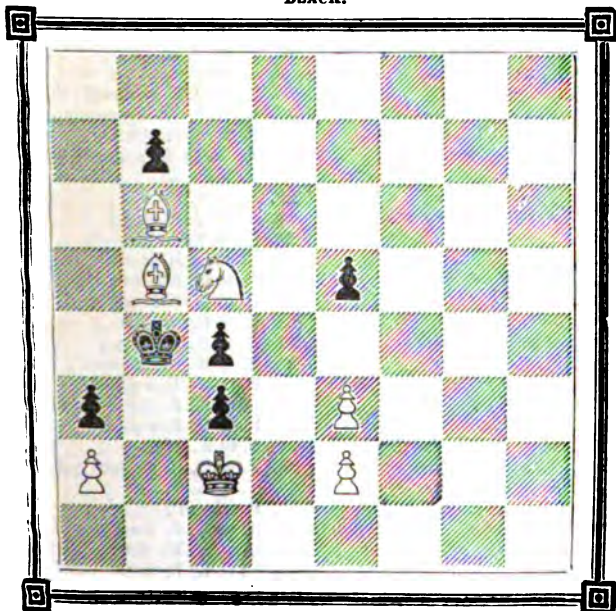
No. 11.

SEPTEMBER 27, 1861.

Price 2d.

PROBLEM No. XI., BY MR. HORWITZ.

BLACK.



WHITE.

White mates in five moves.

GAME PLAYED AT THE TOURNAMENT AT THE LONDON
CHESS CLUB BETWEEN MR. EHREMAN AND MR. HARRWITZ.

BLACK (MR. E).

1. P. to K. fourth
2. B. to Q. B. fourth
3. Q. Kt. to Q. B. third
4. Q. to K. second
5. B. takes P. (check) (a)
6. Q. to Q. B. fourth (check)
7. Q. takes B.
8. Kt. takes P.
9. Q. to Q. B. fourth (check)
10. Q. takes Kt.
11. Kt. to K. B. third
12. Q. takes Q. Kt. P.
13. K. to Q. square
14. Kt. takes P. (check)
15. Q. to Q. B. sixth (check)
16. P. to Q. fourth
17. Kt. takes Q.
18. K. to K. square
19. B. to K. third
20. Kt. to Q. Kt. fourth
21. Kt. takes Kt.
22. K. to Q. second
23. R. to Q. B.'s square
24. P. to K. Kt. third
25. P. to Q. Kt. third
26. B. to K. B. fourth
27. R. to Q. B. third
28. B. to Q. sixth
29. B. to Q. B. fifth
30. K. to K. square
31. R. to K. third
32. P. takes R.
33. K. to K. second
34. P. to Q. R. third
35. P. to K. R. third
36. K. to K. square
37. P. to K. R. fourth
38. P. takes P.
39. P. to Q. R. fourth
40. B. to K. seventh
41. B. to Q. B. fifth

WHITE (MR. H).

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. fourth
4. Kt. to Q. B. third
5. K. takes B.
6. P. to Q. fourth
7. P. takes P.
8. Kt. takes Kt.
9. B. to K. third
10. Kt. to Q. fifth
11. B. to K. B. fourth
12. Kt. takes P. (check)
13. Kt. takes R.
14. K. to B. third
15. Q. to Q. third
16. Q. takes Q.
17. B. to Q. B. seventh (check)
18. K. R. to K. square (check)
19. B. to Q. R. fifth
20. Kt. to Q. B. seventh (ch.)
21. B. takes Kt.
22. B. to K. fifth
23. P. to Q. B. third
24. Q. R. to Kt. square
25. P. to Q. R. fourth
26. R. to Q. Kt. fourth
27. P. to K. Kt. fourth
28. R. to Q. fourth
29. R. to K. B. fourth
30. B. to K. Kt. seventh
31. R. takes B. (check)
32. R. to K. B. eighth (check)
33. R. to Q. R. eighth
34. B. to K. fifth
35. R. to Q. R. seventh (ch.)
36. K. to K. third
37. P. takes P.
38. K. to K. B. fourth
39. K. to K. Kt. fifth
40. K. to K. B. sixth
41. B. to Q. fourth

And Black resigned.

(a) According to different authors, this move is not sound.

TWO GAMES BETWEEN MR. H. AND MR. STARIE.

(In both of which the former gave the odds of the Queen's Rook.)

WHITE (MR. H).

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to Q. fourth
4. K. Kt. to B. third
5. K. B. to Q. third
6. P. to Q. B. third
7. Castles
8. B. P. takes P.
9. K. Kt. to his fifth
10. Q. to K. R. fifth
11. Q. to R. fourth
12. Q. to K. Kts. third
13. B. to Q. B. second
14. K. to R. square
15. Q. to K. B. second
16. Q. B. to K. third
17. P. takes Kt.
18. K. takes R

BLACK (MR. S.)

1. P. to K. third
2. K. B. to Q. B. fourth
3. B. to Kts. third
4. K. Kt. to K. second
5. Q. Kt. to B. third
6. P. to Q. third
7. P. to K. fourth
8. Q. Kt. takes P.
9. P. to K. R. third
10. Q. B. to K. Kts. fifth
11. K. Kt. to Kts. third
12. P. takes Kt.
13. Kt. to K. B. fifth
14. Kt. to K. seventh
15. Q. to K. second
16. Castles (on Q. side)
17. K. R. takes P. (check)
18. R. to R. square, mate.

WHITE (MR. H).

1. P. to K. fourth
2. P. to K. B. fourth
3. P. takes P.
4. K. Kt. to B. third
5. P. to Q. fourth
6. K. B. to K. second
7. B. takes B.
8. K. to B. second
9. Q. Kt. to B. third
10. B. to K. square
11. Kt. to K. second
12. P. to Q. R. third
13. P. to Q. Kt. fourth
14. K. to Kts. square
15. P. to Q. B. third
16. P. to Q. R. fourth
17. Q. to her Kts. third
18. P. takes Kt.

BLACK (MR. S.)

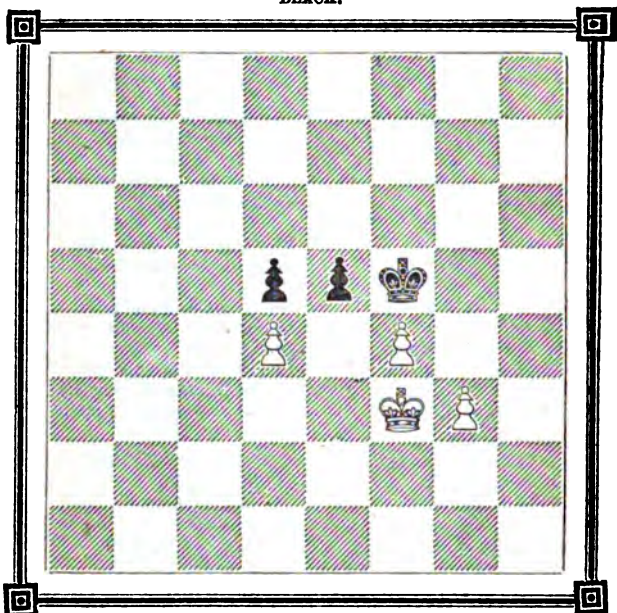
1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. Q. Kt. to B. third
5. B. to K. Kt. fifth
6. B. takes Kt.
7. Q. to K. second (check)
8. Castles
9. K. Kt. to B. third
10. Q. to Q. Kt. fifth
11. P. to K. R. fourth
12. Q. to her Kts. third
13. Kt. to Kts. fifth (check)
14. P. to K. Kts. third
15. K. B. to Kts. second
16. K. R. to K. square
17. Kt. takes Q. P.
18. Q. takes P. (check)

And White resigned.

In both the games we find that the player who gave the odds underrated his opponent, and we think that Pawn and two moves would have made the match more even.

CHESS STUDY BY THE AUTHORS, No. XXI.

BLACK.



WHITE.

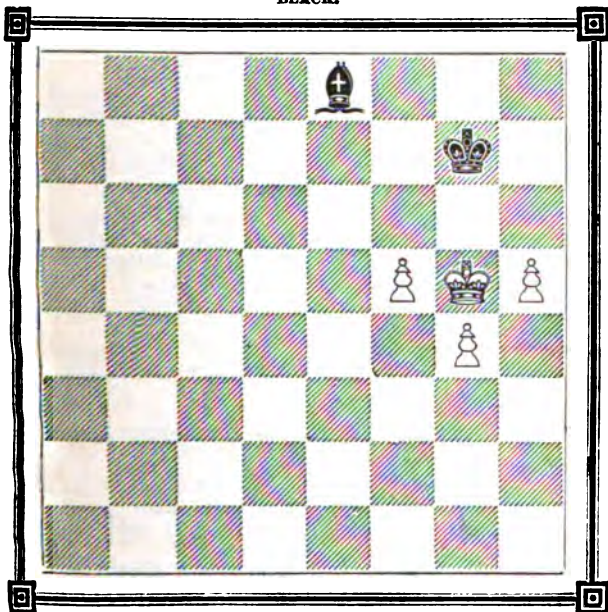
Black, with the move, can draw the game.

The solution of No. 19 is Pawn takes Rook, remaining a Pawn. It may seem ridiculous to many chess-players, but we think candidly that, when first the rules were laid down, nobody thought of such a case, or else the rules would be a little more precise on that point.

CHESS STUDY BY THE AUTHORS, No. XXII.

(This beautiful stratagem happened in a game played at the Philidorian Chess Rooms, Strand.)

BLACK.



WHITE.

White having the move wins.

SOLUTION TO CHESS STUDY No. XX.

WHITE.

1. R. to Q. Kt. fourth
2. P. takes B.
3. K. takes P.
4. Kt. to K. fourth, and wins.

BLACK.

1. B. to Q. Kt. fourth or (A)
2. R. to Q. eighth (check)
3. P. takes P.

' VARIATION A.

WHITE.

- | | | |
|---|--|------------------------|
| 1. | | 1. R. to Q. eighth (a) |
| 2. R. to Q. Kt. square | | 2. R. to Q. sixth |
| 3. R. to Q. Kt. eighth | | 3. R. takes K. R. P. |
| 4. R. to K. Kt. eighth (check), and wins. | | |

BLACK.

(a) Any other mode of defence will equally lose.

SOLUTION TO PROBLEM No. X.

WHITE.

- | | | |
|--------------------------------|--|----------------------|
| 1. R. to Q. Kt. fourth (check) | | 1. Kt. takes R. |
| 2. Q. to K. R. seventh | | 2. P. to Q. B. fifth |
| 3. Kt. to Q. Kt. seventh | | 3. Any move. |
| 4. Q. to K. fourth, mate. | | |

BLACK.

The match game between London and Amsterdam has become a Scotch gambit ; the moves being :—

AMSTERDAM.

- | | | |
|-----------------------|--|-----------------------|
| 1. P. to K. fourth | | 1. P. to K. fourth |
| 2. Kt. to K. B. third | | 2. Kt. to Q. B. third |
| 3. P. to Q. fourth | | 3. P. takes P. |
| 4. B. to Q. B. fourth | | 4. B. to Q. B. fourth |
| 5. P. to Q. B. third | | |

LONDON.

In the match between Mr. Loewenthal and Mr. Williams, Mr. L. has scored five to his opponent's three.

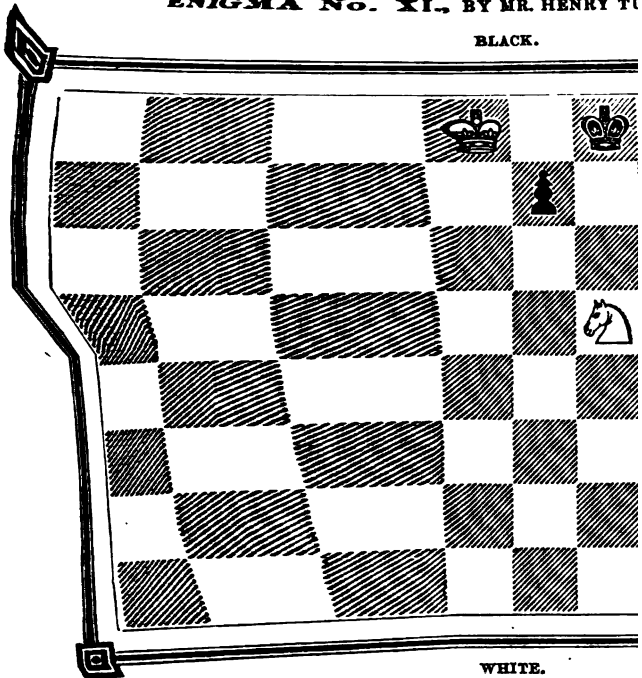
A match has also commenced between Mr. Loewe, of London, and Mr. Deacon, of Bruges. Mr. Deacon has scored three games to Mr. Loewe's one.

We direct our subscribers' attention to a beautiful set of chessmen and table in the Great Exhibition, Class 26, No. 165. The men represent characters in the wars of the Crusaders, and the exquisitely beautiful bassi-relievos of Ludwig Schwanthaler in the throne-room of the Palace at Munich are represented in the different friezes of the table ; thus giving to our noble game the additional interest of a truly historical illustration.

THE CHESS PLAYER.

ENIGMA No. XI., BY MR. HENRY T.

BLACK.



WHITE.

White to move, and mate in three

SOLUTION TO ENIGMA No. XI.

WHITE.

1. Kt. to K. seventh (check)
2. Q. to Q. Kt. second
3. Q. to K. R. second, mate.

1. K. to K.
2. K. to K.

VARIATION A.

WHITE.

- 1.
2. Q. to K. B. second (check)
3. Q. takes Rook, mate.

1. K. to K.
2. Rook cov

The following beautiful position occurred in a game between two excellent players:—

WHITE.		BLACK.	
K. at K. Kt. fourth		K. at K. R. third	
R. at K. fourth		R. at Q. Kt. second	
B. at K. R. second		B. at Q. R. square	
B. at Q. Kt. square		B. at K. B. third	
Pawns at K. third and K. R. third.		Pawns at K. Kt. second, K. R. fifth, Q. Kt. third and fourth.	

Black had the move, and commenced:—

BLACK.		WHITE.	
1. R. to K. second (a)		1. B. to K. B. fourth (check)	
2. P. to K. Kt. fourth		2. R. takes R.	
3. B. takes R.		3. B. takes P. (check)	
4. B. takes B.		4. B. to K. fourth, and draws.	

(a) Pawn to Q. Kts. fourth would have been better.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

B. WEYER.—Mr. Kieseritzky's "La Regence" is a monthly chess magazine, edited solely by Mr. Kieseritzky, and published at Paris. The Berlin "Chachzeitung" is also published monthly, and is edited by the Berlin Club; but we understand Mr. Anderssen is shortly to become the sole editor.

ZEAL.—The only good book we know of containing games where odds are given is Mr. Staunton's "Chess Companion."

E. M. KIRKALDY.—Your problem, although very good in idea, can be solved in three ways.

BETA.—Thanks for your kind and complimentary remarks on our work. There was no conference held at the Tournament as proposed, when a revision of the laws, notation, and other important subjects were to be discussed and decided. The absence of Von Heydebrand, Jaenisch, and other chess celebrities, combined with Mr. Staunton's serious indisposition, was the cause of the conference not being held.

WISE.—The Mr. Walker you speak of, Mr. Greenwood Walker, the author of so many useful chess works, is Mr. George Walker.

M. S.—We think Pil was the ancient Bishop, not the Castle.

F. ROCHESTER.—Chulam Cassim has given a complete analysis of the Mucio gambit. We consider castling a better move than Queen's Pawn two, which Chulam Cassim thought irresistible.

W. J.—A general notation would have been a grand desideratum, as every chess brother could understand in every part of the world.

LONDON:

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THE
CHESS PLAYER.

EDITED BY
Kling and Horwitz.

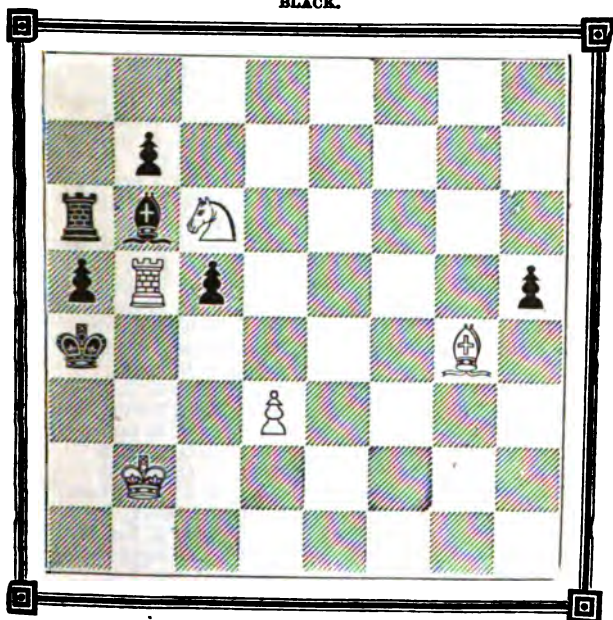
No. 12.

OCTOBER 4, 1881.

Price 2d.

PROBLEM No. XII, BY MR. HORWITZ.

BLACK.



WHITE.

White mates in five moves.

GAME BETWEEN CAPTAIN KENNEDY AND MR. E. WILLIAMS.

WHITE. (MR. E. W.)

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. takes P.
4. Kt. to K. B. third
5. P. to Q. third
6. P. to Q. fourth
7. K. B. to Q. third
8. Castles
9. P. to Q. B. fourth
10. Q. Kt. to B. third
11. Q. Kt. takes P.
12. P. takes Kt.
13. P. to K. R. third
14. P. to K. Kt. fourth
15. B. takes B.
16. Kt. takes P.
17. Kt. to K. sixth
18. P. to K. B. fourth
19. K. to Kt. second
20. P. to Q. Kt. third
21. B. to Q. Kt. second
22. B. takes Kt.
23. Q. R. to Q. B. square
24. P. to K. B. fifth
25. Q. R. to Q. B. second
26. Q. R. to Q. second
27. K. R. to K. square
28. Q. R. to Q. third
29. K. R. to K. second
30. K. to K. R. square
31. K. R. to Q. B. second
32. P. takes P.
33. K. R. to Q. second
34. Q. R. to K. B. third
35. Q. to Q. Kt. square
36. Q. R. to K. B. fifth
37. K. R. to Q. third
38. Q. R. takes K. B. P.
39. Q. R. to K. B. third
40. Q. to Q. R. square (check)
41. Kt. takes P.
42. Q. R. interposes
43. Kt. to K. B. seventh (check)
44. R. takes Q.
45. R. takes R.
46. K. to Kt. second

BLACK. (CAPT. K.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. third
4. Kt. takes P.
5. Kt. to K. B. third
6. P. to Q. fourth
7. K. B. to Q. third
8. Castles
9. P. to Q. B. fourth
10. Q. B. P. takes P.
11. Kt. takes Kt.
12. Q. B. to K. Kt. fifth
13. Q. B. to K. R. fourth
14. B. to K. Kt. third
15. K. B. P. takes B.
16. B. to Q. B. second
17. Q. to Q. third
18. B. to Q. Kt. third (check)
19. K. R. to K. B. second
20. Kt. to Q. second
21. Kt. to K. B. third
22. P. takes B.
23. K. R. to Q. second
24. P. to K. Kt. fourth
25. Q. to K. fourth
26. Q. R. to Q. B. square
27. Q. to Q. third
28. P. to Q. R. third
29. B. to Q. R. second
30. P. to K. R. fourth
31. Q. R. to K. square
32. Q. to K. fourth
33. Q. takes K. B. P.
34. Q. to K. fourth
35. K. to K. R. square
36. Q. to Q. B. sixth
37. Q. to Q. Kt. fifth
38. Q. to K. fifth (check)
39. Q. R. takes Q. P.
40. Q. R. to K. fourth
41. Q. to K. eighth (check)
42. Q. takes Q.
43. K. to Kt. square
44. R. to K. eighth (check)
45. R. takes R. (check)
46. K. takes Kt.

WHITE.

47. P. to K. R. sixth
48. K. to K. B. third
49. K. to K. B. fourth
50. R. to Q. sixth (check)
51. K. to K. B. fifth
52. R. to Q. fifth
53. K. to K. B. sixth
54. K. to K. Kt. fifth
55. K. to K. R. fifth
56. R. takes R.

BLACK.

47. R. to K. seventh (check)
48. R. to K. second
49. K. to K. Kt. third
50. K. to K. R. second
51. B. to Q. B. fourth
52. P. to Q. Kt. third
53. R. to Q. B. second
54. B. to K. sixth (check)
55. R. to Q. B. fourth
56. B. takes R.

And Black wins.

GAME BETWEEN MR. H. CURTIS AND MR. KLING; THE
LATTER GIVING THE ODDS OF PAWN AND TWO MOVES.

WHITE. (MR. C.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. fifth
4. B. to Q. third
5. Q. to K. R. fifth (check)
6. Kt. to K. B. third
7. B. to K. Kt. fifth
8. B. takes B.
9. Q. takes Kt.
10. Kt. to Q. B. third
11. Castles (King's side)
12. Q. to K. R. third
13. P. to K. B. fourth
14. Q. to K. Kt. third
15. Q. takes K. Kt. P.
16. Q. takes Kt.
17. Q. R. to K. square
18. P. to K. B. fifth
19. Q. takes K. R. P.
20. K. to K. R. square
21. Q. to K. B. seventh
22. P. to K. R. third
23. P. takes P.
24. K. to K. Kt. square
25. B. to K. B. fifth
26. K. to K. B. second
27. K. to K. Kt. square
28. R. to K. B. second
29. K. takes R.
30. B. takes R.
31. K. to K. R. second

BLACK. (MR. K.)

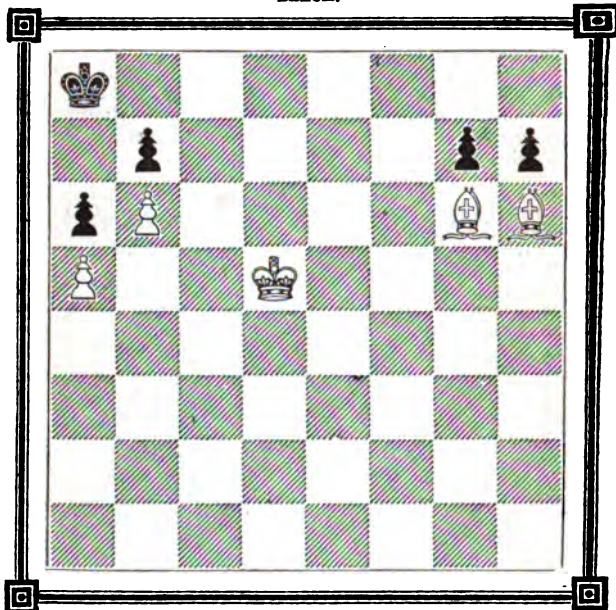
- 1.
2. Kt. to Q. B. third
3. P. to Q. fourth
4. P. to K. third
5. K. to Q. second
6. B. to K. second
7. Kt. takes Q. P.
8. Kt. takes Kt. (check)
9. Q. takes B.
10. P. to Q. B. third
11. Kt. to K. R. third
12. K. to Q. B. second
13. Q. to Q. Kt. fifth
14. B. to Q. second
15. Q. takes Q. Kt. P.
16. Q. takes Kt.
17. Q. R. to K. square
18. K. R. to Kt. square
19. Q. to Q. fifth (check)
20. R. to K. R. square
21. Q. to K. R. fifth
22. Q. to K. Kt. sixth
23. R. takes P. (check)
24. Q. R. takes P.
25. Q. to K. R. seventh (check)
26. Q. to K. B. fifth (check)
27. Q. to Q. fifth (check)
28. R. to K. R. eighth (check)
29. Q. takes R.
30. Q. takes R. (check)
31. Q. takes P. (check)

And White resigned.

N.B.—The latter part of the game is masterly played on the part of Black.

CHESS STUDY BY THE AUTHORS, No. XXIII.

BLACK.



WHITE.

White having the move wins.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXI.*

BLACK.

1. P. to K. fifth (check) (best)
2. K. to K. Kt. fifth
3. K. to K. B. fourth (a)
4. P. to K. sixth
5. K. to K. fifth, and draws.

WHITE.

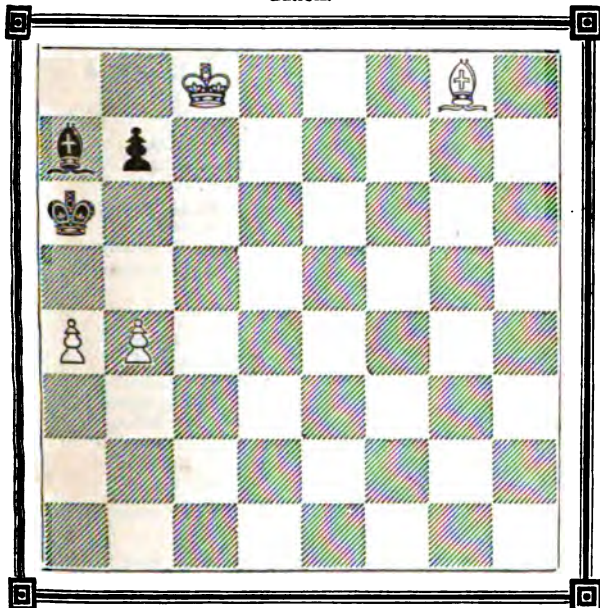
1. K. to K. B. second
2. K. to K. Kt. second
3. K. to K. R. third
4. K. to K. Kt. second

(a) Had Black pushed Pawn, he must have lost, as White would play Pawn to K. B. fifth.

* Were Black Pawns and King only three or two squares from home, Black could not help losing.

CHESS STUDY BY THE AUTHORS, No. XXIV.

BLACK.



WHITE.

White having the move wins.

SOLUTION TO CHESS STUDY No. XXII.

WHITE.

1. P. to K. B. sixth (check) (α)
2. P. to K. R. sixth
3. K. to K. B. fifth
4. K. to K. B. fourth
5. P. to K. Kt. fifth
6. K. to K. fifth
7. K. to Q. sixth
8. K. to K. seventh, and wins.

BLACK.

1. K. to K. B. second or (A)
2. K. to K. Kt. square (best)
3. B. to Q. second (check)
4. B. to K. third or (B)
5. K. to K. R. second
6. B. to K. Kt. square
7. K. to K. Kt. third

VARIATION A.

WHITE.

- 1.
2. K. to K. B. fourth (*b*)
3. K. to K. fifth
4. P. to K. B. seventh
5. K. to Q. sixth, and wins.

BLACK.

1. K. to K. R. second
2. K. to K. R. third or (C)
3. B. to Q. second
4. K. to K. Kt. second

VARIATION B.

WHITE.

- 4.
5. K. to K. fifth
6. K. to K. sixth
7. P. to K. Kt. fifth
8. P. to K. seventh (check)
9. K. to K. B. sixth
10. P. to K. Kt. sixth, and wins.

BLACK.

4. B. to K. square
5. B. to K. Kt. third
6. K. to K. B. square
7. K. to K. square
8. K. to K. B. square
9. B. to K. R. second

VARIATION C.

WHITE.

- 2.
3. P. to K. Kt. fifth
4. P. to K. R. sixth
5. K. to K. fifth
6. K. to Q. sixth
7. K. to K. seventh
8. P. to K. B. seventh, and wins.

BLACK.

2. B. to Q. second
3. B. to K. square
4. K. to K. Kt. third
5. B. to K. B. second
6. B. to Q. R. seventh
7. B. to K. Kt. square

(*a*) Were White to push K. R. P. for his first move, he could not win.

(*b*) The only move to win. If White King were to play to K. B. fifth, Black would draw in the following way:—

WHITE.

2. K. to K. B. fifth
3. K. to K. B. fourth
4. P. to K. Kt. fifth
5. P. to K. R. sixth
6. K. to K. fifth
7. K. to Q. sixth

BLACK.

2. B. to Q. second (check)
3. B. to K. third
4. B. to K. B. second
5. K. to K. Kt. third
6. B. to K. Kt. second
7. K. to K. B. second, and draws.

SOLUTION TO PROBLEM No. XI.

WHITE.

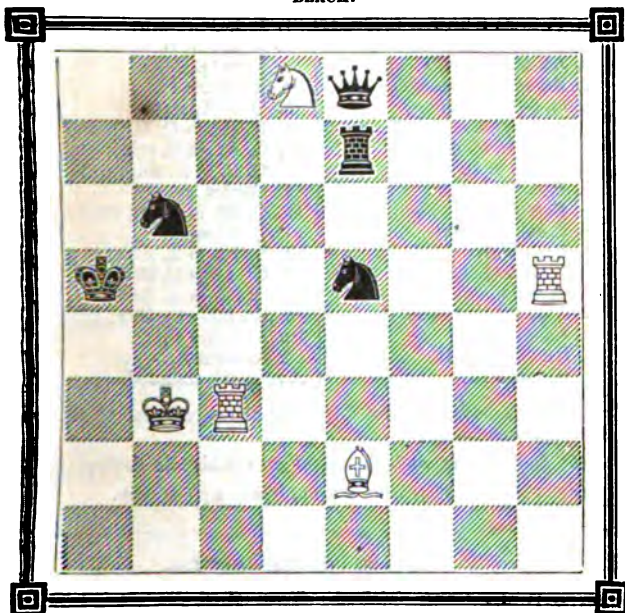
1. B. to K. R. fourth
2. Kt. takes K. P.
3. Kt. takes P. (check)
4. K. to K. B. square
5. B. mates.

BLACK.

1. P. to K. fifth
2. K. takes B.
3. K. moves
4. K. takes Kt.

ENIGMA No. XII, BY MR. EDWARD CLARE.

BLACK.



WHITE.

White mates in four moves.

SOLUTION TO ENIGMA No. XI.

WHITE.

1. Kt. to Q. fourth
2. Kt. checks
3. R. takes R., mate.

BLACK.

1. R. to K. Kt. third (best)
2. R. takes Kt.

GAME BETWEEN MR. W. AND MR. BODEN OF HULL; THE
LATTER GIVING THE ODDS OF QUEEN'S ROOK.

WHITE. (MR. B.)

1. P. to K. fourth
2. K. Kt. to B. third
3. Kt. takes K. P.
4. Kt. to K. B. third
5. Q. to K. second
6. P. to Q. third
7. Q. B. to K. third
8. Q. Kt. to B. third
9. P. to Q. fourth
10. P. to Q. fifth
11. P. takes Q. B.
12. P. to K. Kt. third
13. K. B. to Kt. second
14. P. takes Kt.
15. Kt. to K. Kt. fifth
16. Kt. takes Q.
17. Kt. takes Q. R.
18. K. takes Kt.

BLACK. (MR. W.)

1. P. to K. fourth
 2. K. Kt. to B. third
 3. P. to Q. third
 4. Kt. takes P.
 5. Q. to K. second
 6. K. Kt. to Q. B. fourth
 7. Q. Kt. to B. third
 8. Q. B. to K. third (a)
 9. Castles
 10. Q. Kt. to Q. Kt. fifth
 11. Q. takes P.
 12. K. Kt. to K. fifth (b)
 13. Kt. takes Q. Kt.
 14. Q. Kt. to Q. fourth
 15. Kt. takes Q. B. P. (c)
 16. Kt. takes Q.
 17. K. takes Kt.
- And Black resigned.

(a) This move, intended to prevent the advance of Q. Kt. to Q. fifth, loses the game.

(b) Losing time, while he should get out his idle Bishop.

(c) It seems that he cannot avoid losing a piece now.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the Chess Player, 19, Strand.

Messrs. Drew, Horner, Boden, Clare, Turton, Atkins, E. S., &c., &c., are thanked for their kind contributions.

M. T.—We should like the games written P. to K. fourth, &c., instead of K. Pawn two squares, as it saves us the time and trouble of recopying them.

E. R. W.—Have you ever seen a chess periodical or chess work without some mistakes!

AUGUSTUS.—Do not express your opinion before examining well the various notations; experience only can decide which is the best.

L'AMOUR.—We are glad to hear that you think a Pawn should also have the privilege of remaining a Pawn when reaching the eighth square; but we hardly think it practicable as the law now exists.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printer, Bouverie-street and Primrose-hill, Fleet-street), and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTON, Marlborough street; at RICE'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHESS PLAYER.

EDITED BY
Kling and Horwitz.

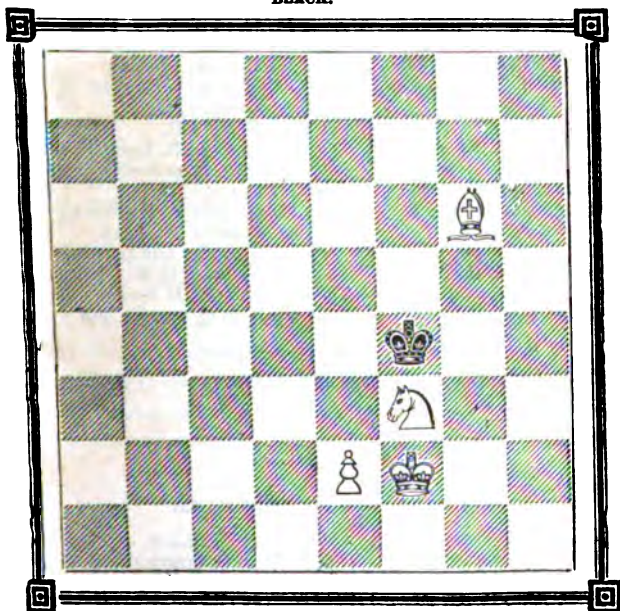
No. 13.

OCTOBER 11, 1881.

Price 2d.

PROBLEM No. XIII., BY HERR KLING.

BLACK.



WHITE.

White mates in six moves.

GAME BETWEEN MR. DEACON AND MR. DREW—EVANS'S GAMBIT.

WHITE. (MR. DEACON.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. B. to Q. Kt. second
10. Q. Kt. to Q. second
11. P. to K. fifth
12. R. to K. square
13. P. to Q. fifth
14. Kt. takes Kt.
15. R. takes P.
16. B. to Q. Kt. third
17. Q. to K. B. third
18. Q. R. to K. square
19. K. R. to K. seventh
20. R. takes R.
21. R. takes R.
22. P. to K. Kt. third
23. Q. to Q. B. third
24. Q. to K. B. third (b)
25. B. to Q. B. third
26. Q. takes Q.
27. K. takes B.
28. K. to K. third
29. P. to Q. sixth (dia. check)
30. P. takes P.

BLACK. (MR. DREW.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. R. fourth
6. P. takes P.
7. B. to Q. Kt. third
8. P. to Q. third
9. Kt. to K. B. third
10. Castles
11. Kt. to K. square
12. Q. B. to K. B. fourth (a)
13. Q. Kt. takes K. P.
14. P. takes Kt.
15. Kt. to Q. third
16. Q. to K. B. fifth
17. B. to K. Kt. third
18. P. to K. B. third
19. Q. R. to K. square
20. R. takes R.
21. B. takes R.
22. Q. to K. R. fourth
23. Q. to K. seventh
24. Q. takes Kt.
25. Q. takes B. P. (check)
26. B. takes Q. (check)
27. Kt. to K. fifth (check)
28. Kt. takes Q. B.
29. K. to K. B. square
30. B. to Q. second, and wins.

(a) P. to Q. fourth would have been better.

(b) He had no better move at this point.

SOLUTION TO PROBLEM No. XII.

WHITE.

1. B. to Q. seventh
2. Kt. to Q. fourth
3. R. takes Q. Kt. P.

BLACK.

1. B. to Q. square (best)
2. R. to Q. B. third
3. Any move.

White mates in two moves.

GAME BETWEEN MR. HORNER AND MR. DREW.

BLACK. (MR. H.)

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. B. to Q. B. fourth
5. P. to Q. third
6. Castles
7. P. to K. R. third
8. Q. Kt. to K. second
9. Q. Kt. to K. Kt. third
10. K. B. to Q. Kt. third
11. B. takes B.
12. P. to Q. B. third
13. P. to Q. fourth
14. P. takes P.
15. Q. to Q. third (a)
16. B. to Q. second
17. Q. R. to Q. B. square
18. P. to Q. fifth
19. Q. to Q. B. second
20. Kt. takes Kt.
21. K. to B. square (e)
22. Q. to Q. third (e)
23. B. takes Kt.
24. K. to B. second
25. P. to K. Kt. fourth
26. Kt. to K. R. fourth
27. R. takes R.
28. Kt. to K. Kt. second
29. K. to K. Kt. third

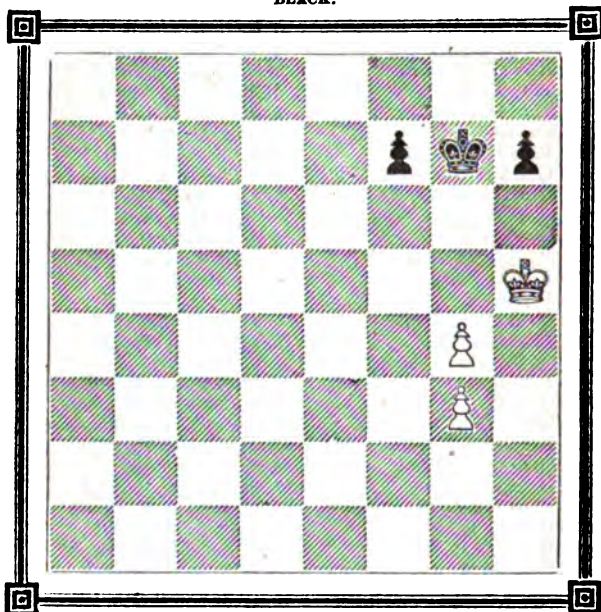
WHITE. (MR. D.)

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. B. to Q. B. fourth
5. P. to K. B. third
6. P. to Q. third
7. Q. Kt. to K. second
8. Q. Ka to K. Kt. third
9. Q. B. to K. third
10. Q. to Q. second
11. B. P. takes B.
12. Castles (K. side)
13. P. takes P.
14. B. to Q. Kt. third
15. Q. to K. B. second
16. Q. R. to K. square
17. P. to K. fourth
18. Q. Kt. to K. B. fifth (b)
19. K. Kt. to K. R. fourth
20. Kt. to K. seventh (check)
21. Q. takes Q. Kt. (d)
22. Kt. takes Q. R.
23. K. R. to K. B. third
24. Q. R. to K. B. square
25. Q. to K. B. second
26. R. takes B. P. (check)
27. Q. takes R. (check)
28. Q. to K. Kt. eighth (check)
29. R. mates.

- (a) Threatening to win a piece by playing next P. to K. fifth.
 - (b) The winning move.
 - (c) K. to B. second would have been better.
 - (d) Meaning to take Kt. with R. next move.
 - (e) The only move.
-

CHESS STUDY BY THE AUTHORS, No. XXV.

BLACK.



WHITE.

Black can win, having the move.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXIII.

WHITE.

1. B. to Q. third
2. B. takes Q. R. P.
3. K. to Q. B. sixth
4. P. to Q. Kt. seventh
5. K. to Q. Kt. sixth
6. K. takes P.
7. K. to Q. Kt. sixth
8. P. to Q. R. sixth
9. P. to Q. R. seventh, mate.

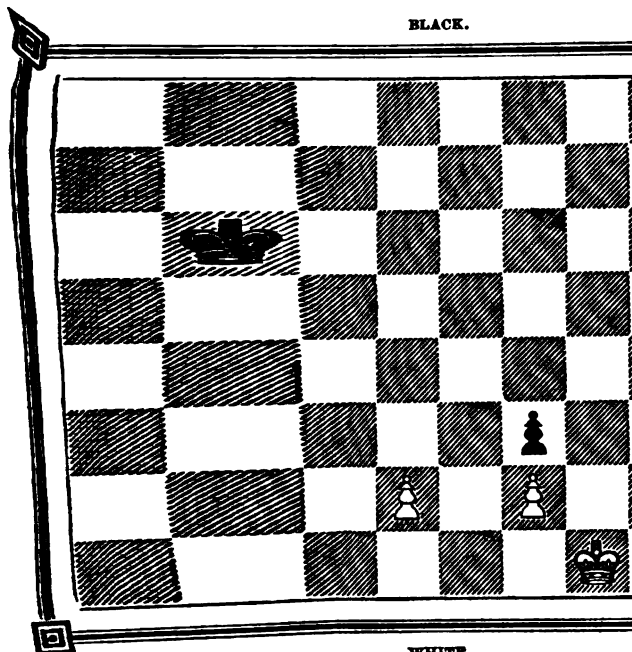
BLACK.

1. P. takes B. (best)
2. P. takes B. or (A)
3. K. to Q. Kt. square (best)
4. P. to K. R. fourth
5. P. to K. R. fifth
6. P. to K. R. sixth
7. P. to K. R. seventh
8. P. to K. R. eighth (a Queen)

THE CHESS PLAYER.

CHESS STUDY BY THE AUTHORS, No. XXV

BLACK.



WHITE.

White having the move wins.

VARIATION A.

WHITE.

- 2.
3. B. to K. B. square
4. B. to K. R. third
5. K. to Q. sixth
6. K. to Q. seventh
7. K. to Q. eighth
8. P. to Q. R. sixth, and mates in four moves.

BLACK.

2. P. to K. R. fourth
3. P. to K. R. fifth
4. K. to K. Kt. square
5. P. to K. R. third
6. P. to K. R. fourth
7. K. to Q. R. square

SIMPLE NOTATION.—The following simple notation is partially adopted by Mr. Kieseritzky, the editor of "*La Regeance*," which we think is by far the easiest to understand of any that have come under our notice:—

81	82	83	84	85	86	87	88
71	72	73	74	75	76	77	78
61	62	63	64	65	66	67	68
51	52	53	54	55	56	57	58
41	42	43	44	45	46	47	48
31	32	33	34	35	36	37	38
21	22	23	24	25	26	27	28
11	12	13	14	15	16	17	18

It will be seen that each rank begins with 1, and ends with 8; and, in writing down games, no names of pieces need be given. All that is necessary is to state the number of the square from which a piece starts, and the number of the square to which it moves; thus, Queen to King's Rook's fifth would be 14 to 58. For giving positions, it would be necessary to name the piece, and the number of the square on which it stands; we give an old position as an example:—

WHITE.

K. 63

R. 58

BLACK.

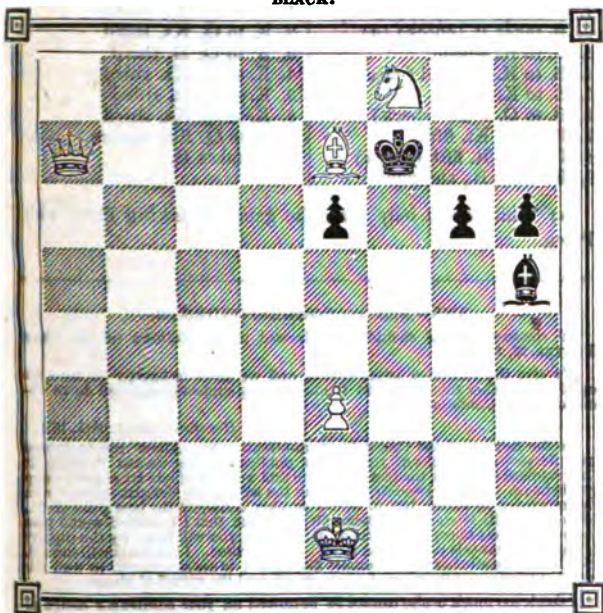
K. 85

White to mate in three moves.

We shall occasionally give little enigmas in this notation, which will enable our readers to judge for themselves; and after it has been fairly tried, we shall be happy to have their opinions upon the subject.

ENIGMA No. XL, BY MR. EDWARD CLARE.

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO ENIGMA No. XL

WHITE.

1. R. to Q. B. fifth (check)
2. R. takes Q. (check);
3. R. to Q. R. fifth (check)
4. Kt to Q. B. sixth, mate.

BLACK.

1. Q. to Q. Kt. fourth (check)
2. K. moves.
3. K. takes R.

SOLUTION TO CHESS STUDY No. XXIV.

WHITE.	BLACK.
1. B. to Q. B. fourth (check)	1. P. to Q. Kt. fourth
2. B. takes P. (check) (a)	2. K. to Q. Kt. third
3. B. to K. second	3. K. to Q. B. third
4. B. to K. B. third (check)	4. K. to Q. Kt. third
5. B. to K. fourth	5. K. to Q. R. third
6. B. to Q. third (check)	6. K. to Q. Kt. third
7. B. to Q. Kt. fifth	7. B. to Q. Kt. square
8. P. to Q. R. fifth (check)	8. K. takes B.
9. K. takes B., and wins.	

(a) White could only draw the game by taking Pawn with Pawn.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

We give the following letter entire, and we shall be happy to have the opinions of other subscribers on the interesting subjects intended to be discussed at the Conference:—

Hereford, Sept. 20th, 1851.

To the Editors of the *CHESS PLAYER*.—Gentlemen,—Allow me to express my pleasure and thanks at your recent publication, the *CHESS PLAYER*. It has rejoiced me to see the glorious game find a corner of late in several cheap periodicals, thus more widely extending the wholesome delight derived from a knowledge of chess; but to find a weekly serial, at the low price of 2d., devoted wholly to chess, is a triumph for Calais that I expected would take many years yet to realise. I trust, gentlemen, you will find, by the support given you, that this publication is not before its time. I believe it will succeed, for I am sure all chess-players must feel bound to assist a work so well calculated to promote their own improvement, and the spread of chess.

I think too much praise cannot be bestowed on your admirable design of "*Chess Studies*," as they set forth so fully the *science* of the game. I think the profit from their perusal more than compensates for the want of those *accurate conditions* respecting their solution which are usually given with the positions called problems.

Can you inform me, gentlemen, whether the chess-players, lately met in London, held anything in the shape of a Conference for the revision of the laws, notation, &c., of chess? I believe something of the sort was proposed.

With every wish and effort for the success and wide circulation of the *CHESS PLAYER*,

I am, gentlemen,

Your obedient servant,

Messrs. Kling and Horwitz.

BETA.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouverie-street and Primrose-hill, Fleet-street), and published by him, at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTON, Marlborough-street; at RICE'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHess PLAYER.

EDITED BY

Kling and Horwitz.

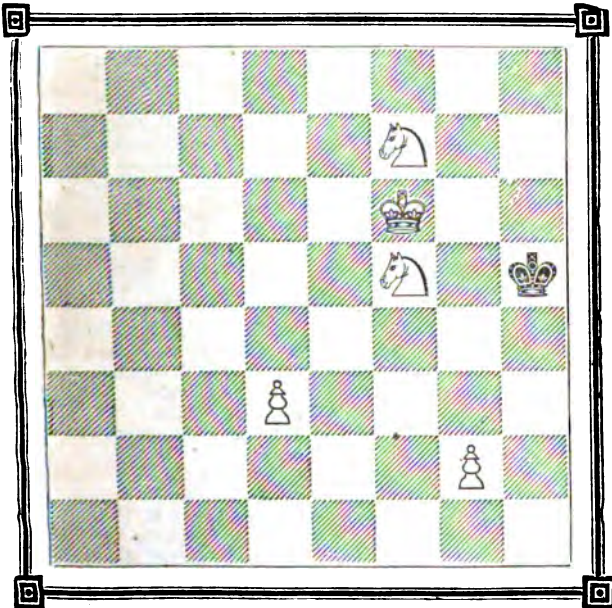
No. 14.

OCTOBER 18, 1881.

Price 2d.

PROBLEM No. XIV., BY "JUDY."

BLACK.



WHITE.

White to move, and mate in five moves.

**HARD-FOUGHT GAME PLAYED SOME LITTLE TIME SINCE
BETWEEN MESSRS. S. S. BODEN AND J. T. BODEN; THE
FORMER GIVING THE "PAWN AND TWO."**

BLACK. (MR. J. T. B.)

1. P. to K. fourth and P. to Q.
fourth
2. Kt. to Q. B. third
3. K. B. to Q. third
4. Q. B. to Kt. fifth
5. Kt. to K. B. third
6. Castles
7. P. takes B.
8. P. to K. fifth
9. K. Kt. to R. fourth
10. Kt. takes Kt.
11. Q. to K. R. fifth
12. Q. R. to Kt. square
13. Q. to R. fourth
14. P. to K. R. third
15. Q. B. to Q. second
16. Q. to K. Kt. third
17. Q. to K. R. fourth
18. K. B. to K. second
19. K. B. to K. R. fifth
20. Q. to K. Kt. third
21. P. to K. B. fourth
22. K. R. to B. third
23. Q. to K. B. second
24. B. takes Kt.
25. Q. to K. R. fourth
26. K. R. to Kt. third
27. K. to R. second
28. K. R. to K. third
29. K. R. to K. Kt. third
30. Q. to K. R. fifth
31. B. to Q. B. square
32. B. to R. third
33. Q. R. home
34. Q. P. takes P.
35. Q. B. P. takes P.
36. Q. R. to K. Kt. square
37. B. takes P.
38. Q. R. to his square
39. Q. R. takes Q. R. P.
40. Q. takes Q.
41. K. to R.
42. K. to R. second

WHITE. (MR. S. S. B.)

1. P. to K. third
2. K. B. to Kt. fifth
3. Kt. to K. second
4. Castles
5. P. to Q. B. third
6. B. takes Q. Kt.
7. P. to Q. fourth
8. Q. to Q. B. second
9. K. Kt. to K. B. fourth
10. P. takes Kt.
11. Q. B. to K. third
12. Q. to K. B. second
13. K. R. to K.
14. P. to K. R. third
15. P. to Q. Kt. third
16. K. to R. square
17. Kt. to Q. second
18. Kt. to K. B. square
19. Kt. to K. Kt. third
20. K. to R. second
21. K. R. to K. second
22. B. to Q. second
23. Q. to K. third
24. Q. takes Kt.
25. Q. R. to K. square
26. Q. to K. B. second
27. K. R. to K. third
28. K. R. to K. Kt. third
29. Q. R. to K. third
30. B. to Q. B. square
31. B. to R. third
32. B. to B. fifth
33. P. to Q. B. fourth
34. P. to Q. fifth
35. B. to Q. fourth
36. P. takes Q. B. P.
37. B. takes Q. R. P.
38. B. to Q. fourth
39. K. R. takes K. R.
40. K. R. takes K. Kt. P. (ch.)
41. K. R. to Kt. sixth (dis. ch.)
42. R. to Kt. seventh (check),
and draws.

GAME BETWEEN MR. H. AND MR. T.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. takes P.
10. B. to K. B. fourth
11. K. to Q. second
12. Q. takes P.
13. Q. to K. third
14. B. takes K. Kt.
15. R. takes B.
16. Q. takes R.
17. Q. to K. third
18. K. to Q. B. third
19. P. to Q. Kts. third
20. K. to Q. Kts. second
21. Kt. to Q. second
22. R. to K. Kts. square
23. Q. to K. Kts. fifth
24. Kt. to K. fifth (a)
25. Q. takes K. R. P.
26. Q. takes B. (check)
27. Kt. takes Kt. (check)
28. Q. to Q. B. third
29. K. takes Q.
30. R. to K. Kts. eighth, and wins.

BLACK. (MR. T.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kts. fourth
4. P. to K. Kts. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to Q. third
8. P. to K. B. sixth
9. B. to K. second
10. B. takes R. P. (check)
11. P. takes P.
12. B. to K. Kts. fifth
13. Kt. to Q. B. third
14. R. takes B.
15. Q. takes R.
16. Castles
17. Q. to K. R. seventh (check)
18. Q. to K. R. eighth
19. P. to K. R. fifth
20. P. to Q. R. third
21. Q. to K. Kts. seventh
22. Q. to K. seventh
23. B. to K. R. sixth
24. P. to K. B. third
25. Q. takes Kt.
26. K. to Q. Kts. square
27. P. takes Kt.
28. Q. takes Q.
29. R. to K. B. square

(a) This move was not carefully analysed ; Kt. to K. square would have been much more effective.

SOLUTION TO PROBLEM No. XIII.

WHITE.

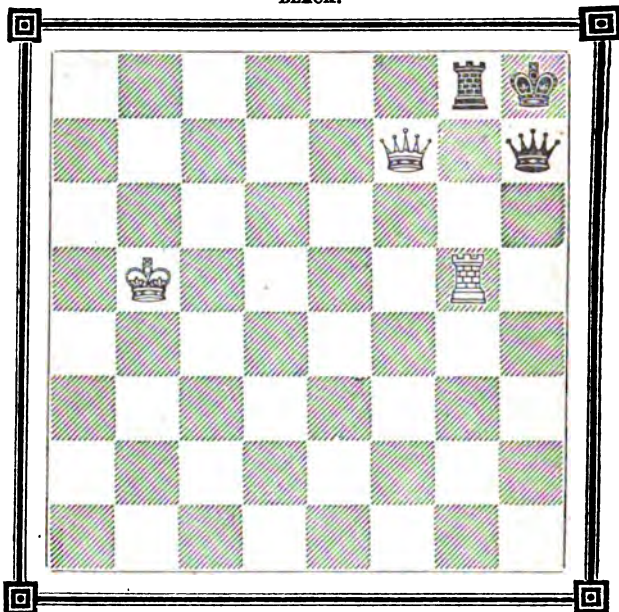
1. K. to K. B. square
2. K. to K. Kt. square
3. K. to K. Kt. second
4. K. to K. B. second
5. P. to K. third
6. B. mates.

BLACK.

1. K. to K. Kt. sixth (best)
2. K. to K. Kt. fifth (best)
3. K. to K. B. fifth
4. K. to K. Kt. fifth
5. K. to K. R. sixth

CHESS STUDY BY THE AUTHORS, No. XXVII.

BLACK.



WHITE.

White wins, having the move.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXV.

BLACK.

1. P. to K. B. third
2. P. to K. B. fourth
3. P. to K. R. third
4. P. to K. B. fifth, and wins.

WHITE.

1. P. to K. Kt. fifth or (A)
2. P. to K. Kt. sixth (a)
3. P. to K. Kt. fourth

VARIATION A.

BLACK.

- 1.
2. K. to K. Kt. third
3. P. to K. B. fourth
4. P. to K. B. fifth, and wins.

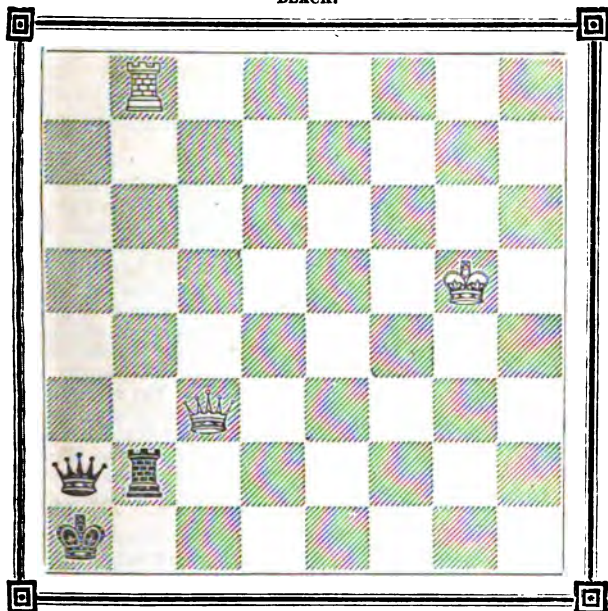
WHITE.

1. K. to R. fourth
2. P. to K. Kt. fifth
3. P. to K. Kt. fourth

CHESS STUDY BY THE AUTHORS, No. XXVIII.

(An extremely fine position.)

BLACK.



WHITE.

White to move and win.

(a) Had Black taken Pawn with Pawn (check), White would have drawn the game.

SOLUTION TO CHESS STUDY No. XXVI.

WHITE.

1. P. to Q. fourth (a)
2. K. to K. B. square
3. K. to K. square
4. K. to Q. square (b)
5. K. to Q. B. second

BLACK.

1. K. to Q. B. third
2. K. to Q. third
3. K. to Q. fourth
4. K. to Q. B. fifth
5. K. takes P.

WHITE.	BLACK.
6. K. to Q. second	6. K. to K. fifth
7. K. to Q. B. third	7. K. to K. fourth
8. K. to Q. third	8. K. to K. B. fifth
9. K. to Q. fourth	9. K. to K. B. fourth
10. K. to K. third	10. K. to K. Kt. fifth
11. K. to K. fourth, and wins.	

(a) The only move to win.

(b) Were King to play to Q. second, the game must be drawn.

On Thursday, the 9th instant, a large muster of the votaries of Caissa took place at the town of Caistor, in Lincolnshire, for the purpose of forming a chess club in that town; upwards of fifty assembled, and amongst the company were Mr. Newham of Nottingham, who ably presided, Mr. Staunton of London, and Herr Loewenthal. An excellent dinner at the principal inn in the town, served in first-rate style in a noble room, tastefully decorated for the occasion, commenced the business of the day; and after various complimentary toasts and speeches, the chess play began, which was kept up with great spirit till an early, or rather a late hour in the following morning. The meeting in the course of the evening was graced with the presence of a number of fair chess-players, whose skill in the noble game was gallantly acknowledged by Herr Loewenthal and others. From its promising commencement, we augur well of the Caistor Chess Club, which has our best wishes for its permanence and prosperity.

THE CRUSADER CHESSMEN AND TABLE.—We perceive by the papers that this choice and beautiful specimen of art has been sold for 500 guineas.

In a recent visit to the Exhibition, we were much gratified at seeing a simple but ingenious chess-board and men for the use of the blind, the invention of Mr. Wood. The white squares are sunk, which enables the players to distinguish them from the black, whilst the different coloured men are known by the heads of the white being round and smooth, and those of the black being pointed. Each man has a peg at its base, which fits a hole in the centre of the square, thus preventing any derangement of the pieces during the game.

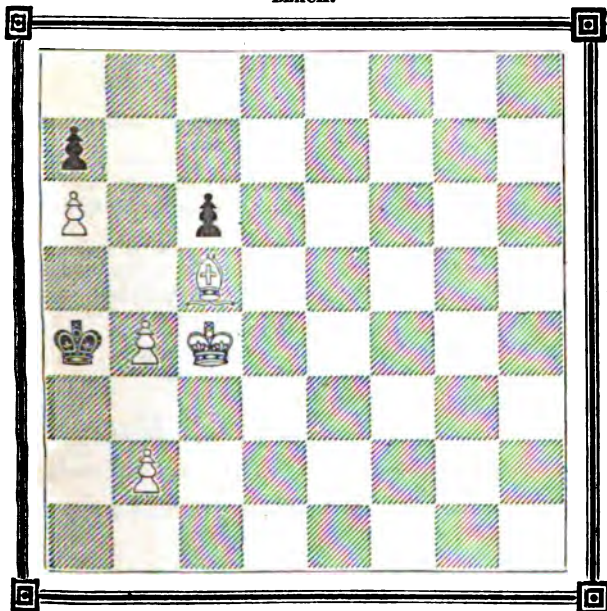
From a letter just received from Berlin we hear that Messrs. Staunton and Kieseritzky are expected there shortly; the former to play his match with Mr. Anderssen, the latter to test the strength of the Berlin players.

The match between Messrs. Loewenthal and Williams stands thus:—Mr. L., six; Mr. W., four; and two drawn games.

The match between Mr. Loewe and Mr. Deacon stands thus:—Mr. D., three; Mr. L., none; and one drawn game.

ENIGMA No. XIV., BY PUNCHINELLO.

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO ENIGMA No. XIII.

WHITE.

1. P. to K. fourth
2. B. to Q. sixth
3. Q. mates.

BLACK.

1. Any move
2. Any move

**GAME PLAYED BETWEEN MR. BUCKLE AND HERR
ANDERSEN.**

BLACK. (MR. B.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. P. takes P.
7. Q. B. to Q. second
8. Q. Kt. takes B.
9. P. takes P.
10. Q. to Q. Kt. third
11. Castles
12. K. R. to K. square
13. K. R. to K. fourth
14. Q. R. to K. (b)
15. K. Kt. to K. fifth
16. B. takes K. B. P. (check)
17. Kt. takes Kt. (check)
18. Q. to K. Kt. third (c)
19. R. P. takes Q.
20. R. takes Kt.
21. Q. R. to K. eighth (check)

WHITE. (HERR A.)

1. P. to K. fourth
 2. Kt. to Q. B. third
 3. B. to Q. B. fourth
 4. Kt. to K. B. third
 5. P. takes P.
 6. K. B. to Kt. fifth (check)
 7. B. takes B.
 8. P. to Q. fourth
 9. K. Kt. takes P.
 10. Q. Kt. to K. second (a)
 11. Castles
 12. K. Kt. to K. B. fifth
 13. Q. Kt. to K. Kt. third
 14. Q. to K. B. third
 15. Q. to K. Kt. fourth
 16. K. to R. square
 17. R. P. takes Kt.
 18. Q. takes Q.
 19. R. takes B.
 20. K. to Kt. (d)
- And White resigned.

(a) This is a forced move, as 10, Q. Kt. to R. fourth would be unsound.

(b) These two moves with the Rooks give Black a very fine position.

(c) A good move.

(d) A palpable oversight, but the position is lost.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 19, Strand.

CHESS-PLAYER.—The extraordinary stratagem on the cover of the October part of the **CHESS PLAYER** was the invention of the printer, and appeared without the Editors' knowledge.

PUNCHINELLO AND JUDY.—Each of these talented individuals has favoured us with two fine problems, two of which are inserted in our present number; the others shall appear shortly.

MR. KYDEON.—We like the idea of your problem, but it can be done in four moves as it is now arranged.

R. P.—It is very difficult to decide whether two Rooks and a Bishop win against two Rooks; in practice we have found they frequently win, as by exchanging one Rook favourably a winning position is often obtained. We shall give illustrations shortly.

JUTZ (Dundee).—Thanks for your contributions. We shall examine and report upon them.

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THE
CHess PLAYER.

EDITED BY

Kling and Horwitz.

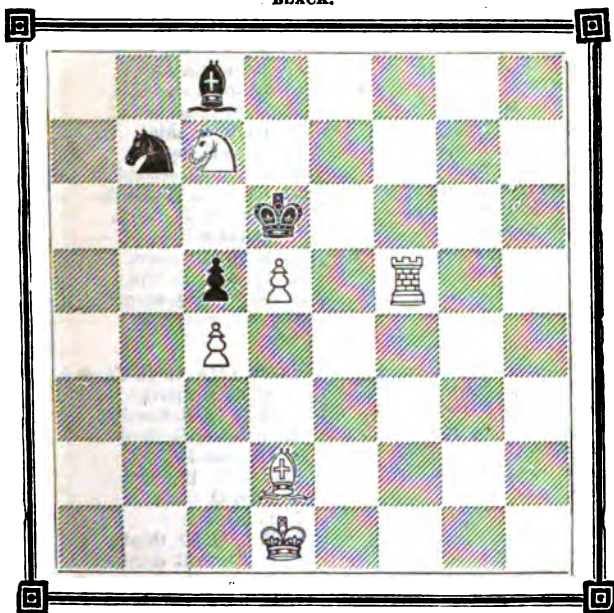
No. 18.

OCTOBER 26, 1851.

Price 2d.

PROBLEM No. XV., BY PUNCHINELLO.

BLACK.



WHITE.

White mates in five moves.

FOUR GAMES PLAYED AT THE DUNDEE CLUB.

BLACK. (MR. G. B. FRASER.)

1. P. to K. fourth
2. K. Kt. to B. third
3. P. to Q. fourth
4. Kt. takes P.
5. Q. Kt. to B. third
6. B. to Q. B. fourth
7. Castles
8. B. to Q. Kt. third
9. P. to K. B. third
10. B. to Q. B. fourth
11. P. takes P.
12. B. to K. second
13. Kt. to K. B. fifth
14. K. to R. square
15. Kt. to K. fourth
16. P. takes Kt.
17. Kt. to K. Kt. third
18. B. to Q. third
19. B. to K. B. fourth
20. Q. to Q. second
21. B. to K. R. sixth
22. P. to K. fifth
23. Kt. to K. fourth
24. Q. R. to K. square
25. K. R. takes B.
26. Kt. to K. B. sixth (check)
27. Kt. takes Kt.
28. Kt. to K. B. sixth
29. B. to K. Kt. fifth

WHITE. (MR. BAXTER.)

1. P. to K. fourth
 2. P. to Q. third
 3. P. takes P.
 4. Kt. to K. B. third
 5. B. to K. second
 6. Castles
 7. P. to Q. B. third
 8. Kt. to Q. R. third
 9. Kt. to Q. B. fourth
 10. P. to Q. fourth
 11. P. takes P.
 12. Kt. to K. third
 13. B. to Q. B. fourth (check)
 14. P. to Q. fifth
 15. Kt. takes Kt.
 16. P. to K. Kt. third
 17. Kt. to Kt. fourth
 18. Q. to K. second
 19. B. to Q. second
 20. Kt. to K. third
 21. R. to K. square
 22. Kt. to Kt. second
 23. Kt. to K. R. fourth
 24. B. to K. B. fourth
 25. P. takes R.
 26. K. to R. square
 27. Q. to K. R. fifth
 28. K. R. to Q. square
- And White resigns.

BLACK. (MR. BAXTER.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. K. Kt. to B. third
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. Q. Kt. to B. third
10. P. to K. fifth
11. B. to R. third
12. R. to K. square
13. Q. to Q. R. fourth (check)
14. Q. takes Kt.

WHITE. (MR. G. B. FRASER.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Q. Kt. to B. third
4. B. takes P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. K. Kt. to B. third
10. P. takes P.
11. Q. Kt. to B. fourth
12. Kt. takes B.
13. P. to Q. B. third
14. Q. B. to K. third

BLACK. (MR. BAXTER.)

15. K. R. takes P.
16. R. takes B.
17. Kt. to K. fifth (check)
18. Q. takes P. (check)
19. B. to Q. sixth (check)
20. Kt. takes P. (check)
21. R. to Q. Kt. square, mate.

WHITE. (MR. G. B. FRASER.)

15. K. to Q. second
16. P. takes R.
17. K. to Q. B. square
18. K. to Q. Kt. square
19. B. to Q. B. second
20. P. takes Kt.

WHITE. (MR. G. B. FRASER.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. Q. Kt. to B. third
10. P. to K. fifth
11. B. to Q. R. third
12. Kt. takes Kt.
13. Q. to Q. Kt. third
14. Q. R. to Q. square
15. R. takes B.
16. R. to K. square (check)
17. B. to K. seventh (check)
18. Kt. to Q. Kt. fifth (check)
19. B. to Q. Kt. fifth takes P.
20. R. to Q. B. square (check)

BLACK. (MR. BAXTER.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. R. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. K. Kt. to B. third
10. P. takes P.
11. Kt. takes Q. P.
12. B. takes Kt.
13. Q. to Q. second
14. P. to Q. B. third
15. P. takes R.
16. K. to Q. square
17. K. to Q. B. second
18. P. takes Kt.
19. Q. to Q. fourth
20. K. to Q. Kt. square

And White mates in two moves.

WHITE. (MR. C. M. BAXTER.)

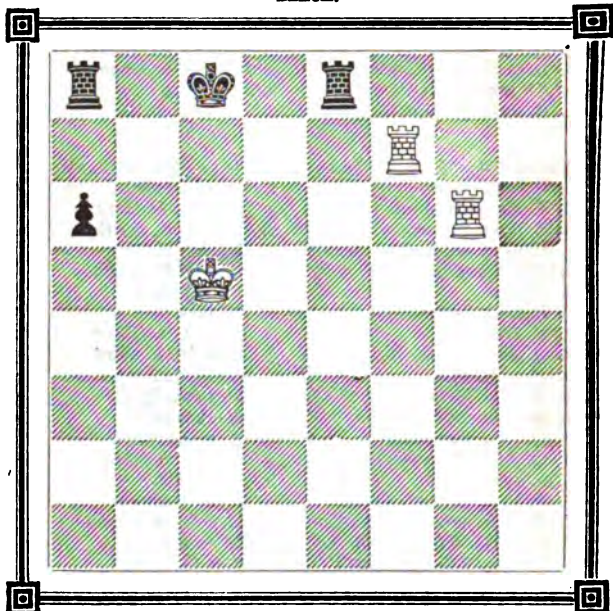
1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. Kt. third
4. P. takes P.
5. P. to Q. third
6. Kt. to K. B. third
7. Q. Kt. to B. third
8. Kt. to Q. fifth
9. P. takes P.
10. Kt. to K.'s fifth
11. Q. to K. R. fifth (check)
12. B. to K. Kt. fifth (check)
13. Kt. takes B., and wins.

BLACK. (MR. WEBSTER.)

1. P. to K. fourth
2. Q. to K. R. fifth (check)
3. Q. to K. second
4. Q. takes P.
5. P. to Q. fourth
6. Q. to K. second
7. P. takes P.
8. Q. to Q. second
9. P. to K. B. third
10. P. takes Kt.
11. K. to Q. square
12. B. to K. second

CHESS STUDY BY THE AUTHORS, No. XXIX.

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXVII.

WHITE.

1. Q. to K. B. sixth (check)
2. K. to Q. R. fifth
3. Q. to Q. eighth (check)
4. R. to K. fifth

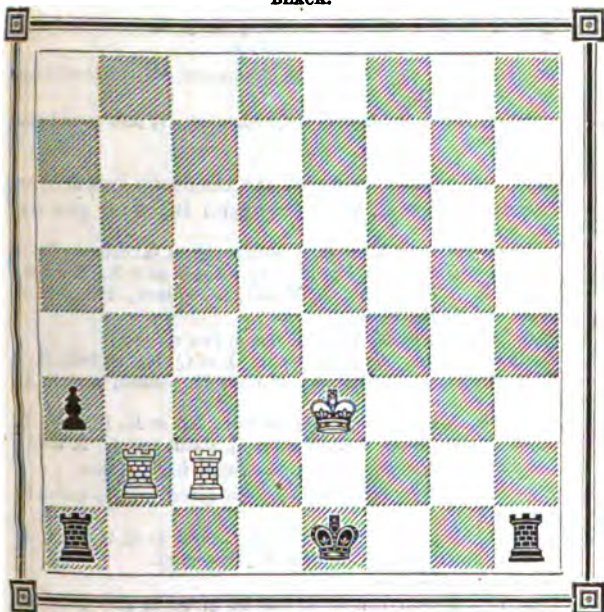
BLACK.

1. R. to K. Kt. second
2. K. to K. Kt. square (best)
3. K. to K. B. second
4. Any move.

And White must win.

CHESS STUDY BY THE AUTHORS, No. XXX.

BLACK.



WHITE.

White, with the move, wins.

SOLUTION TO CHESS STUDY No. XXVIII.

WHITE.

1. K. to K. R. fourth
2. K. to K. Kt. third
3. Q. to K. square (check)
4. R. to K. fifth (check)
5. Q. to Q. B. third
6. Q. to K. square (check)
7. R. to Q. B. eighth (check)

BLACK.

1. Q. to Q. R. fifth (check)
2. Q. to Q. R. seventh (best) (a)
3. R. to Q. Kt. eighth or (A)
4. R. to Q. Kt. seventh
5. K. to Q. Kt. eighth
6. K. to Q. B. seventh
7. K. to Q. sixth (b)

And White mates in six moves.

VARIATION A.

WHITE.

BLACK.

- | | | |
|---|--|------------------------|
| 3. | | 3. Q. to Q. Kt. eighth |
| 4. Q. to Q. R. fifth (check) | | 4. Q. to Q. R. seventh |
| 5. Q. to Q. B. third, and wins as before. | | |

(a) Had Black played Q. to Q. B. seventh, White would have won Q. for R. in three moves.

(b) Were Black to play K. to Q. Kt. sixth, White would mate in four moves.

CORRECTED PROBLEMS FROM ALEXANDER'S COLLECTION.

Page 21, Problem 27, White can compel Black to give mate in two moves.

Position.—White—K. at K. R. square, Q. at K. fourth, Kts. at K. third and K. Kt. fifth, Pawns at Q. second and K. R. second.

Black—K. at K. B. seventh, B. at Q. B. square, Pawns at K. Kt. fifth and K. R. sixth.

Page 28, Problem 66, White mates in two moves.

Position.—White—K. at K. sixth, Q. at Q. Kt. eighth, Rook at K. R. fifth, Pawns at Q. Kt. second, K. second, and K. Kt. third.

Black—K. at K. fifth, Q. at Q. R. fifth, Kt. at K. R. sixth, B. at Q. B. fourth, Pawns at Q. B. fifth, Q. sixth, and K. B. third.

Page 35, Problem 109, Queen gives mate in one move.

Page 37, Problem 122, mate can be given in two moves by White.

Position.—White—K. at K. second, Rooks at Q. third, Q. B. fifth, Kt. at K. B. fourth, Pawn at K. B. second.

Black—K. at K. fifth.

Page 41, Problem 146, mate can be given in two moves by White.

Position.—White—K. at Q. R. fifth, Q. at Q. R. third, R. at Q. R. seventh, Pawns at Q. B. seventh and K. R. sixth.

Black—K. at K. B. second, Q. at K. fifth, Rooks at K. B. square and K. R. square, Kt. at Q. square, Pawns at K. third, K. B. third, K. Kt. third, and K. R. second.

Page 42, Problem 150, White can give mate in two moves.

Position.—White—K. at Q. R. square, Q. at K. B. sixth, Kt. at Q. fourth.

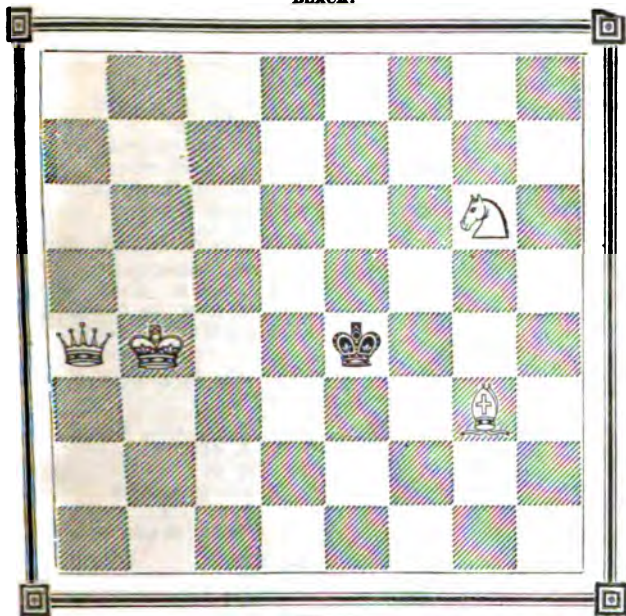
Black—K. at Q. R. sixth, Rooks at Q. R. fifth and Q. B. sixth, B. at Q. B. fifth, Pawns at Q. R. fourth and seventh, and Q. Kt. fifth.

Many other positions are wrong, but we do not give them, as they cannot interest our readers.

Solutions of the above problems shall be given in our next publication.

ENIGMA No. XV., BY JUDY.

BLACK.



WHITE.

White moves first, and mates in three moves.

SOLUTION TO ENIGMA No. XIV.

WHITE.

1. B. to K. seventh
2. P. to Q. Kts. fifth
3. P. to Q. Kts. third
4. B. mates.

BLACK.

1. P. moves
2. K. moves
3. K. moves

GAME BETWEEN MR. S. BODEN AND AN AMATEUR; THE
FORMER GIVING THE Q. R.

WHITE. (AMATEUR.)	BLACK. (MR. S. B.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. P. to K. B. fourth
3. B. takes K. Kt.	3. R. takes B.
4. P. takes P.	4. P. to Q. fourth
5. Q. to K. R. fifth (check)	5. P. to K. Kt. third
6. P. takes P.	6. R. takes P.
7. Q. takes R. P.	7. R. to Kt. second
8. Q. to R. fifth (check)	8. R. to K. B. second
9. P. to Q. third	9. Q. Kt. to B. third
10. Q. B. to K. Kt. fifth	10. Q. to Q. third
11. Q. Kt. to Q. second	11. Q. Kt. to its fifth
12. K. to Q. square	12. Q. to Q. B. fourth
13. P. to Q. B. third	13. Q. Kt. takes Q. P.
14. K. to Q. B. second	14. Kt. takes K. B. P.
15. Q. R. to K. square	15. Q. B. to K. B. fourth (ch.)
16. K. to Q. B. square	Black mates in two moves.

ENIGMA BY C. T. ATKINS, GIVEN IN THE NEW NOTATION
AS A SORT OF PRACTICE.

WHITE.	BLACK.
K. 11	K. 44
Rs. 32 and 63	Q. 48
Kt. 55	Kts. 22 and 68
Bs. 45 and 73	B. 57
P. 36	Ps. 21, 46 and 61

White mates in two moves.

SOLUTION TO PROBLEM No. XIV.

WHITE.	BLACK.
1. K. to K. Kts. seventh	1. K. moves
2. K. to K. Kts. sixth	2. K. moves
3. K. to K. B. sixth	3. K. moves
4. Kt. to K. fifth (check)	4. K. moves
5. P. mates.	

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS
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Kling and Horwitz.

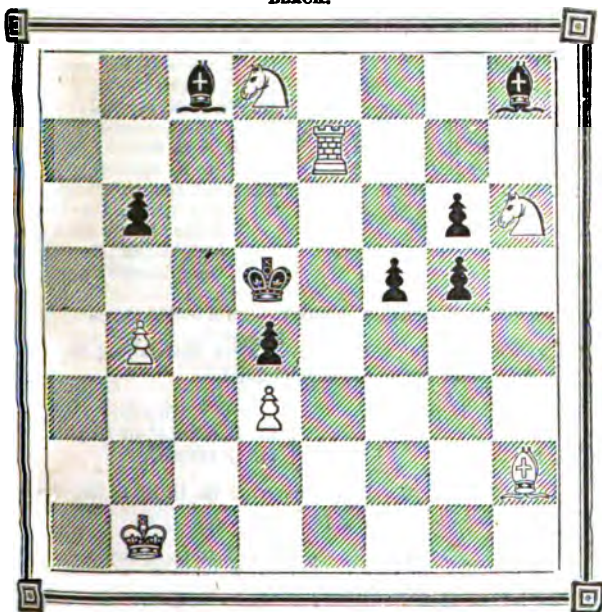
No. 16.

NOVEMBER 1, 1861.

Price 2d.

PROBLEM No. XVI, BY C. T. ATKINS (Weymouth).

BLACK.



WHITE.

White mates in four moves.

**GAME BETWEEN WELLESLEY HOUSE AND KING'S COLLEGE
SCHOOLS.**

WHITE. (W. H.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. B. to Q. R. third
10. P. to Q. fifth
11. P. takes Kt.
12. P. takes P.
13. P. to K. fifth
14. B. takes B. P. (check)
15. Q. to Q.'s fifth (check)
16. P. takes Q. P.
17. R. takes R.
18. Kt. to K. Kt. fifth
19. Q. to K. B. seventh (check)
20. Q. to K. B. fourth (d)
21. Q. takes B. (check)
22. Q. to Q. R. fourth

BLACK. (K. C.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. takes P.
7. P. to Q. third
8. B. to Q. Kt. third
9. Q. B. to K. Kt. fifth
10. K. B. to Q. fifth (a)
11. B. takes R.
12. R. to Q. Kt.
13. R. takes P. (b)
14. K. takes B.
15. K. to K. square
16. R. takes Q. Kt.
17. P. takes P. (c)
18. Kt. to K. second
19. K. to Q. second
20. B. to K. fourth
21. K. to K. square
22. Black resigned the game at this point, the loss of either both Rook and Knight or the Queen being inevitable.

(a) Kt. to K. fourth would have been a better move.

(b) The following variations will show that taking the K. P. would not have improved Black's game:—

WHITE.

- 13.
14. Kt. takes P.

BLACK.

13. P. takes P. or (A)
14. Q. takes Q.

If Q. B. takes Q., White mates: if K. B. takes Kt., Queen takes Q. B. with a winning position.

15. B. takes B. P. (check)
16. R. takes Q. (check)
17. Kt. to Q. B. sixth (check)
18. Kt. takes R. (check)
19. Kt. to Q. B. sixth (check)

15. K. to Q. square
16. B. takes R.
17. K. to Q. second
18. K. to Q. square
19. Making a new Queen next move.

VARIATION A.

WHITE.

BLACK.

- | | |
|--|--|
| 13.
14. Q. to Q. fifth
15. B. to Q. Kt. fifth
16. K. takes K. B.
17. Q. takes P. (check) | 13. B. takes P.
14. B. to K. third
15. B. to Q. second
16. P. takes Kt.
17. Kt. covers |
|--|--|

And White has an easy game.

(c) Had B. taken Kt., White would have checked with Q. at K. sixth, following with R. to Q. Kt. eighth if Kt. covered.

(d) A far more powerful move than checking with Rook.

GAME PLAYED WITHOUT SEEING THE BOARD BETWEEN
MR. FRANK DREW AND MR. —.

WHITE. (MR. F. D.)

BLACK. (MR. —.)

- | | |
|--|---|
| 1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. B. takes B.
6. Castles
7. Kt. to K. Kt. fifth
8. P. to K. B. fourth
9. Kt. to. Q. B. third
10. Kt. to K. B. third
11. Kt. to Q. fifth
12. K. B. P. takes P.
13. P. to K. sixth
14. P. takes B. P. (check)
15. Kt. to K. fifth (double ch.)
16. Q. to K. Kt. fourth (check)
17. R. to K. B. seventh (check)
18. Q. takes K. Kt.
19. R. takes Kt. P. dis. (check) | 1. P. to K. fourth
2. P. to Q. third
3. Q. to K. second
4. B. to K. third
5. Q. takes B.
6. Kt. to K. B. third
7. Q. to K. second
8. Q. Kt. to Q. second (a)
9. P. to K. R. third
10. Kt. to K. R. fourth (b)
11. Q. home
12. P. to Q. B. third
13. P. takes Kt.
14. K. takes P. (c)
15. K. to K. third (d)
16. K. to K. second
17. K. to K.
18. P. takes Kt.
19. |
|--|---|

mate.

(a) Had Black played here P. to K. R. third, White's answer would have been B. P. takes P., and the following would have been probable:—

WHITE.

BLACK.

- | | |
|---|--|
| Q. P. takes P.
Q. to Q. eighth (check)
Kt. takes B. P. (check)
Kt. takes Q., with best game. | Q. P. takes P.
Q. takes P.
K. takes Q.
K. moves |
|---|--|

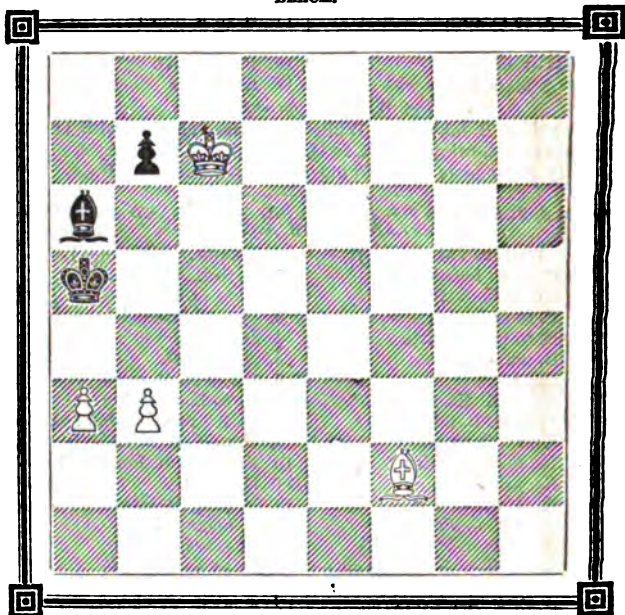
(b) Bad move.

(c) As good as anything else.

(d) If to K. Kt. square, White could take Q. Kt. with Kt., and next K. Kt. with Q. remaining with good game.

CHESS STUDY BY THE AUTHORS, No. XXXI.

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXIX.

WHITE.

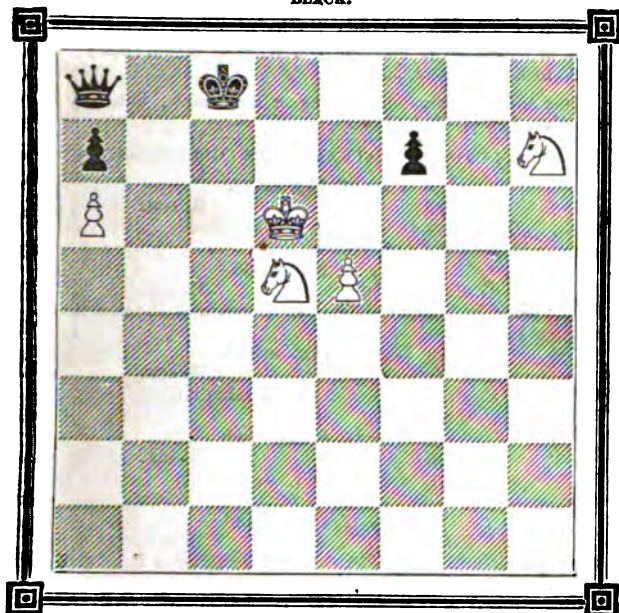
1. K. to Q. B. sixth
2. R. to Q. sixth
3. R. to Q. B. seventh (check)
4. R. to Q. Kts. seventh (check)
5. K. to Q. Kts. sixth
6. R. to Q. B. seventh (check)
7. R. at Q. sixth to Q. B. sixth, and wins.

BLACK.

1. R. to K. R. square or (A)
2. P. to Q. R. fourth
3. K. moves
4. K. moves
5. P. to Q. R. fifth
6. K. moves

CHESS STUDY BY THE AUTHORS, No. XXXII.

BLACK.



WHITE.

White moves and wins.

VARIATION A.

WHITE.

- 1.
2. R. to Q. B. seventh (check)
3. R. to Q. Kts. seventh (ch.) (a)
4. K. to Q. Kts. sixth
5. R. to Q. sixth
6. R. to Q. B. seventh (check)
7. R. at Q. sixth to Q. B. sixth, and wins.

BLACK.

1. P. to Q. R. fourth
2. K. to Q. Kts. square (best)
3. K. moves
4. R. to K. R. eighth
5. P. to Q. R. fifth
6. K. moves

(a) Were White to play King to Q. Kts. sixth, Black would draw.

SOLUTION TO CHESS STUDY No. XXX.

WHITE.

1. R. to K. R. second
2. R. at Q. Kts. 2nd to Q. 2nd
3. R. at Q. 2nd to K. 2nd (ch.)
4. K. to K. B. second, and wins.

BLACK.

1. R. to K. B. eighth (best)
2. R. to K. Kts. eighth (best)
3. K. to Q. eighth (best)

This and the preceding stratagem are simple, but very instructive.

SOLUTIONS TO ALEXANDER'S COLLECTION.

Page 21, Problem 27.

WHITE.

1. Kt. to Q. B. second
2. Q. to K. Kt. second, mate.

BLACK.

1. Any move

Page 28, Problem 66.

WHITE.

1. R. to K. fifth (check)
2. Q. or P. mates.

BLACK.

1. K. moves or P. takes Rook

Page 37, Problem 122.

WHITE.

1. R. to Q. R. fifth
2. R. to Q. R. third, mate.

BLACK.

1. K. takes Kt.

Page 41, Problem 146.

WHITE.

1. P. becomes Kt. (check)
2. Q. or R. mates.

BLACK.

1. K. moves

Page 42, Problem 150.

WHITE.

1. R. to Q. Kt. third (check)
2. Kt. mates

BLACK.

1. R. or B. takes R.

FOR PRACTICE IN THE SIMPLE NOTATION (vide p. 102).

Enigmas—1st, by Jutz, Dundee.

WHITE.

- K. 62
R. 15
B. 56
Ps. 23, 31 and 65

BLACK.

- K. 44
Ps. 33, 41, 54
72 and 75

White mates in four moves.

By the same.

WHITE.

- K. 85
Rs. 28 and 86
Kts. 36 and 52
B. 27
Ps. 41, 44 and 55

BLACK.

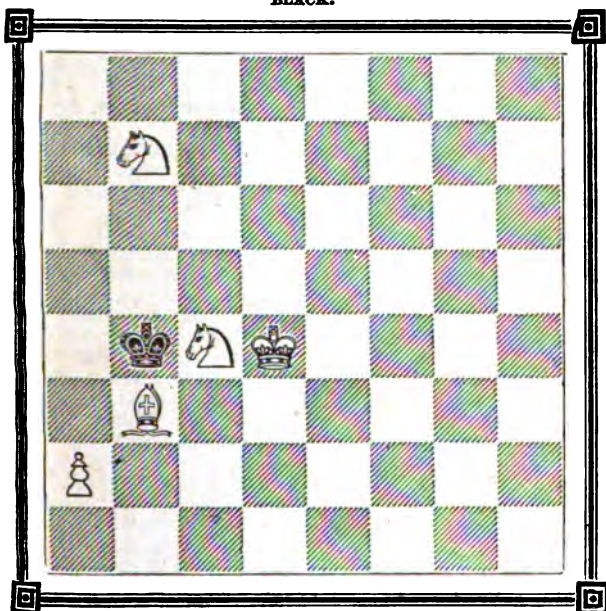
- K. 65
Q. 13
Rs. 23 and 58
Bs. 21 and 57
Ps. 54, 62, 67, 71 and 78

White mates in four moves.

ENIGMA No. XVI

(This beautiful stratagem is the composition of Mr. Hilles.)

BLACK.



WHITE.

White having to move mates in three moves.

SOLUTION TO ENIGMA No. XV.

WHITE.

1. Kt. to K. fifth
2. Q. to Q. seventh (check)
3. Q. to Q. third, mate.

BLACK.

1. K. to Q. 4th or 5th or (A) (B)
2. K. moves

VARIATION A.

WHITE.

- 1.
2. Q. to Q. square
3. Q. mates.

BLACK.

1. K. to K. sixth
2. K. moves

VARIATION B.

WHITE.

- 1.
2. Q. to Q. R. sixth
3. Q. mates.

BLACK.

1. K. to K. B. fourth
2. K. anywhere

GAME PLAYED IN LEEDS AT THE LAST MEETING OF THE
YORKSHIRE CHESS ASSOCIATION HELD THERE, IN WHICH
M. ST. AMANT GAVE "PAWN AND TWO" TO MR. S. S. BODEN.

BLACK. (MR. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. to Q. fifth
5. Q. B. to Kt. fifth
6. K. Kt. to B. third
7. P. to Q. B. fourth
8. Q. to Q. Kt. third
9. Q. Kt. to Q. second
10. Castles K. R.
11. Q. B. to K. third
12. R. P. takes Q.
13. P. takes P.
14. Q. R. to its fourth
15. Kt. takes B.
16. K. R. to Q. R.
17. Q. B. P. takes P.
18. K. P. takes P.
19. K. B. takes P.
20. Q. R. takes Kt. (check)
21. Q. R. to K. sixth
22. R. to Q. R. fourth
23. R. to K. Kt. fourth

WHITE. (M. ST. A.)

- 1.
2. Kt. to Q. B. third
3. P. to K. fourth
4. Q. Kt. to K. second
5. P. to Q. third
6. P. to Q. B. third
7. Q. to Q. Kt. third
8. B. to K. Kt. fifth
9. Kt. to K. Kt. third
10. P. to K. R. third
11. Q. takes Q.
12. P. to Q. R. fourth
13. Q. Kt. P. takes P.
14. Q. B. takes Kt.
15. K. Kt. to B. third
16. P. to Q. fourth
17. P. takes P.
18. P. to K. fifth
19. Kt. takes K. B.
20. K. to B. second
21. K. B. to K. second
22. K. R. to Q. B.

And Black won the game.

SOLUTION TO PROBLEM No. XV

WHITE.

1. B. to K. B. fourth (check)
2. B. to K. Kts. fifth (check)
3. Kt. to Q. Kts. fifth (check)
4. R. to K. B. eighth
5. R. mates

BLACK.

1. K. to K. second (best)
2. K. to Q. third (best)
3. K. moves
4. Kt. moves

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS
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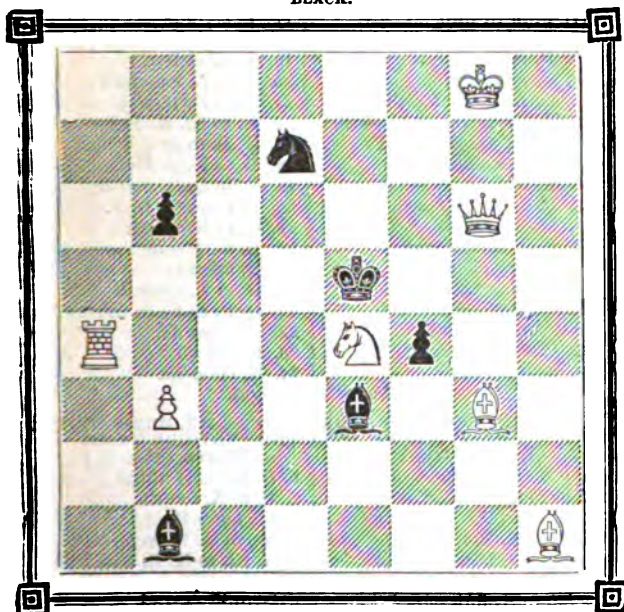
NOVEMBER 8, 1881.

Price 2d.

PROBLEM No. XVII.

(This masterpiece is the composition of Mr. Turton.)

BLACK.



WHITE.

White to mate in three moves.

GAME BETWEEN MR. HORNER AND MR. DREW; THE LATTER
GIVING THE ODDS OF THE PAWN AND MOVE.

BLACK. (MR. H.)

WHITE. (MR. D.)

- | | |
|--------------------------------|--------------------------------|
| 1. P. to K. fourth | 1. Q. Kt. to B. third |
| 2. P. to Q. fourth | 2. P. to K. fourth |
| 3. P. takes P. | 3. Kt. takes P. |
| 4. P. to K. B. fourth | 4. Kt. to K. B. second |
| 5. B. to Q. B. fourth | 5. K. Kt. to K. R. third |
| 6. Kt. to K. B. third | 6. K. B. to Q. B. fourth |
| 7. Q. to Q. third | 7. P. to Q. third |
| 8. B. to K. third | 8. B. takes B. |
| 9. Q. takes B. | 9. Castles |
| 10. Castles | 10. K. Kt. to Kt. fifth |
| 11. Q. to K. second | 11. P. to Q. B. third |
| 12. Q. Kt. to B. third | 12. Q. to Q. Kt. third (check) |
| 13. K. to R. square | 13. Q. takes Q. Kt. P. |
| 14. B. takes Q. Kt. (check) | 14. R. takes B. |
| 15. Q. to Q. second | 15. Q. to Q. Kt. third |
| 16. K. Kt. to Kt. fifth | 16. R. to K. B. third |
| 17. P. to K. fifth | 17. P. takes P. |
| 18. P. takes P. | 18. Kt. to B. seventh (check) |
| 19. R. takes Kt. | 19. R. takes R. |
| 20. Q. to Q. third | 20. P. to K. Kt. third |
| 21. Q. Kt. to K. fourth | 21. R. to K. B. |
| 22. Q. Kt. to B. sixth (check) | 22. K. to Kt. second |
| 23. K. Kt. takes K. R. P. | 23. K. R. to Q. |
| 24. Q. to K. B. third | 24. B. to K. B. fourth |
| 25. R. to K. B. | 25. Q. to Q. B. fourth |
| 26. P. to K. Kt. fourth | 26. B. takes Q. B. P. |
| 27. P. to K. sixth | 27. Q. to K. fourth |
| 28. P. to K. R. fourth | 28. R. to Q. seventh |
| 29. Q. to K. B. fourth | 29. Q. takes Q. |
| 30. R. takes Q. | 30. R. to K. seventh |
| 31. Q. Kt. to K. Kt. fifth | 31. Q. R. to K. B. square |
| 32. P. to K. R. fifth | 32. R. takes Kt. |
| 33. P. to K. R. sixth | 33. K. takes P. |
| 34. R. takes R. | 34. K. takes Kt. |

And Black resigns.

GAME BETWEEN THE SAME PLAYERS, MR. DREW GIVING
PAWN AND MOVE AS IN THE PREVIOUS GAME.

BLACK. (MR. H.)

WHITE. (MR. D.)

- | | |
|-----------------------|--------------------------------|
| 1. P. to K. fourth | 1. Q. Kt. to B. third |
| 2. P. to Q. fourth | 2. P. to K. fourth |
| 3. P. takes P. | 3. Kt. takes P. |
| 4. P. to K. B. fourth | 4. Kt. to K. B. second |
| 5. B. to Q. B. fourth | 5. K. Kt. to K. R. third |
| 6. Kt. to K. B. third | 6. K. B. to Q. B. fourth |
| 7. Kt. to K. fifth | 7. Q. to K. second |
| 8. Q. Kt. to B. third | 8. B. to K. B. seventh (check) |
| 9. K. takes B. | 9. Q. to Q. B. fourth (check) |

BLACK. (MR. H.)

10. B. to K. third
11. Kt. takes Kt.
12. P. to K. B. fifth
13. Kt. to Q. fifth
14. P. to K. Kt. third
15. K. to Kt. square
16. P. takes Q.
17. R. takes Kt.
18. K. to B. second
19. P. to K. R. fifth
20. Kt. to K. B. fourth, and Black won eventually.

WHITE. (MR. D.)

10. Q. takes K. B.
11. Q. takes Kt.
12. Q. to K. B. third
13. Q. to K. R. fifth (check)
14. Kt. to K. Kt. fifth (check)
15. Kt. takes B.
16. Kt. takes Q.
17. K. to Q.
18. K. R. to K. B. square
19. P. to K. Kt. third

GAME PLAYED SOME LITTLE TIME BACK, IN A "POOL" AT THE HULL CHESS CLUB, BETWEEN MR. S. S. BODEN AND MR. W—R OF THE SAME CLUB.

WHITE. (MR. W.)

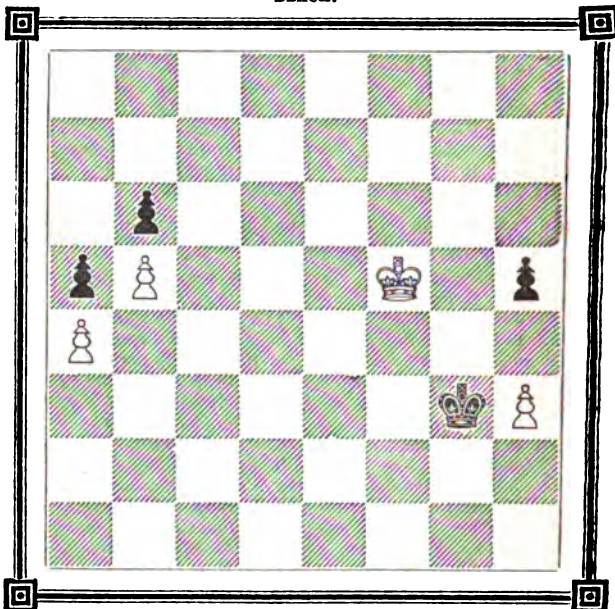
1. P. to Q. B. fourth
2. P. to K. third
3. Kt. to Q. B. third
4. B. to K. second
5. Q. to Q. B. second
6. P. to Q. Kt. third
7. P. to Q. R. third
8. Kt. to K. B. third
9. P. takes P.
10. Q. B. to Kt. second
11. P. to K. R. third
12. P. takes P.
13. Q. Kt. to R. fourth
14. P. to Q. third
15. Q. to Q. second
16. Q. R. to Q. B.
17. R. takes R.
18. K. Kt. takes Q. P.
19. Q. B. takes B.
20. Q. home
21. Castles
22. Q. takes Kt.
23. Kt. to Q. Kt. second
24. Q. to Q. second
25. Q. to K. second
26. Kt. to Q. B. fourth
27. Kt. to K. third
28. Q. to Q. second
29. R. to K.
30. K. to R. second
31. Kt. to Kt. fourth
32. R. to K. fifth
33. Kt. to R. sixth (check)

BLACK. (MR. B.)

1. P. to K. third
2. P. to K. Kt. third
3. K. B. to Kt. second
4. K. Kt. to K. second
5. P. to Q. B. fourth
6. Q. Kt. to B. third
7. P. to Q. Kt. third
8. P. to Q. fourth
9. P. takes P.
10. Castles
11. P. to Q. fifth
12. P. takes P.
13. Q. B. to B. fourth
14. Q. R. to Q. B.
15. K. Kt. to Q. fourth
16. Q. Kt. to R. fourth
17. Q. takes R.
18. B. takes K. Kt.
19. Q. Kt. takes Kt. P.
20. Q. Kt. takes Q. B.
21. Kt. takes K. B. (check)
22. Q. to Q. R. third
23. Kt. to K. B. fifth
24. Kt. takes Q. P.
25. Q. takes R. P.
26. Q. to Q. B. fourth
27. Kt. to K. B. fifth
28. B. to Q. sixth
29. Q. to K. Kt. fourth
30. R. to Q.
31. P. to K. R. fourth
32. B. to K. B. fourth
33. K. to R. second, and wins

CHESS STUDY BY THE AUTHORS, No. XXXIII.

BLACK.



WHITE.

White having the move can draw.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXXI.

WHITE.

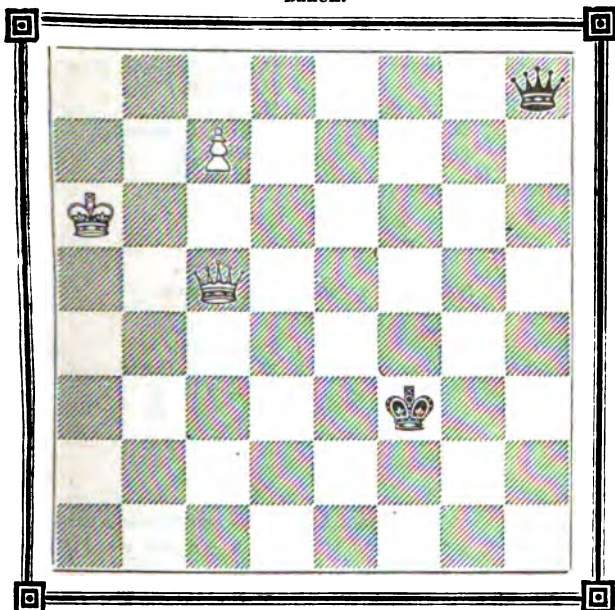
1. B. to K. square (check)
2. B. to Q. Kt. fourth
3. B. to K. square
4. B. to K. B. second (check)
5. K. takes P.
6. P. to Q. Kt. fourth
7. K. to Q. R. fifth
8. P. to Q. R. fourth
9. P. to Q. Kt. fifth
10. P. to Q. Kt. sixth

BLACK.

1. K. to Q. Kt. fourth
2. P. to Q. Kt. third
3. K. to Q. B. fourth
4. K. to Q. fourth or (A)
5. B. to K. seventh
6. K. to Q. B. fifth
7. K. to Q. Kt. sixth
8. B. to K. B. eighth
9. B. to K. seventh
10. B. to K. B. sixth

CHESS STUDY BY THE AUTHORS, No. XXXIV.

BLACK.



WHITE.

Black, with the move, must lose.

WHITE.

11. K. to Q. Kt. fifth
12. K. to Q. B. fifth
13. P. to Q. R. fifth
14. B. to K. square
15. B. to Q. second, and wins easily.

BLACK.

11. B. to K. seventh (check)
12. B. to Q. R. third
13. K. to Q. R. fifth
14. B. to Q. Kt. second

VARIATION A.

WHITE.

- 4.
5. B. to K. third
6. B. takes P. (check)
7. B. to K. third
8. B. to Q. second (check)
9. B. to Q. Kts. fourth, and wins.

BLACK.

4. K. to Q. Kts. fourth
5. K. to Q. R. fourth
6. K. moves
7. K. to R. fourth
8. K. moves

SOLUTION TO CHESS STUDY No. XXXII.

WHITE.

1. Kt. to K. seventh (check)
2. Kt. to Q. B. sixth (check)
3. K. to Q. B. seventh
4. P. to K. sixth
5. Kt. to K. B. sixth (check)
6. P. to K. seventh (check)
7. P. Queens (check)
8. Kt. takes Q.
9. Kt. to K. fifth, and wins.

BLACK.

1. K. to Q. square (best)
2. K. to K. square (best)
3. P. to K. B. fourth (best)
4. P. to K. B. fifth
5. K. moves
6. K. to K. B. second
7. Q. takes Q.
8. K. takes Kt.

SOLUTION TO PROBLEM No. XVI.

WHITE.

1. B. to Q. Kt. eighth
2. Kt. to K. Kt. eighth
3. R. to K. fourth
4. Kt. mates.

BLACK.

1. P. to B. fifth
2. B. to K. B. fourth
3. B. takes R.

The match between Messrs. Loewenthal and Williams has terminated in favour of Herr Loewenthal, who scored seven to his opponent's five; four games were drawn.

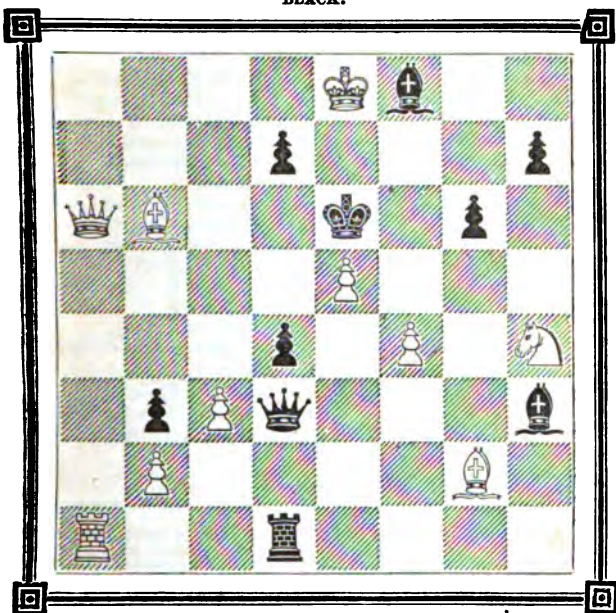
The result of the match between Messrs. Deacon and Loewe is, Mr. Deacon seven, Mr. Loewe two, and one drawn game; thus giving the victory to Mr. Deacon.

A match has commenced between Messrs. Staunton and Williams, Mr. Staunton giving his opponent three games at starting. The player who first scores seven games to be the winner.

A match between this country and France, through the medium of the electric telegraph, is about being played. The committee of the Tournament have given fifty guineas as a compliment for the winner. The Paris players, in return, propose a match by correspondence between them and the St. George's Club for a prize of 1250 francs subscribed by the amateurs of the chess-club in Paris; the contest to consist of two games played simultaneously.

ENIGMA No. XVII, BY JUTZ (Dundee).

BLACK.



WHITE.

White to move, and mate in three moves.

SOLUTION TO ENIGMA No. XVI.

WHITE.

1. Kt. to Q. B. fifth
2. B. to Q. R. fourth (check)
3. P. mates.

BLACK.

1. K. moves
2. K. moves

GAME BETWEEN HERR LOEWENTHAL AND MR. DREW; THE
LATTER RECEIVING THE ODDS OF PAWN & TWO MOVES.

(Two games only were played, of which the first was drawn.)

BLACK. (MR. D.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. B. fourth
4. Kt. to K. B. third
5. Q. Kt. to Q. second
6. P. to K. fifth
7. B. to Q. third
8. P. to Q. B. third
9. Castles
10. Q. to K.
11. Q. to K. Kt. third
12. Q. to K. R. third
13. B. takes Kt.
14. P. to K. Kt. fourth
15. Q. Kt. takes Q. B. P.
16. Q. takes R.
17. Q. to K. B. seventh
18. Q. B. to K. R. sixth
19. Q. takes B.

WHITE. (HERR L.)

- 1.
2. P. to K. third
3. Kt. to K. R. third
4. Kt. to K. B. second
5. P. to Q. fourth
6. B. to K. second
7. P. to Q. B. fourth
8. Castles
9. P. to K. Kt. third
10. Kt. to K. R. third
11. Kt. to K. B. fourth
12. P. to Q. B. fifth
13. R. takes B.
14. R. takes B. P.
15. R. takes K. Kt.
16. P. takes Kt.
17. K. to R.
18. Q. to K. Kt. square
19. Q. Kt. to Q. second

Black mates by force in three moves by playing first R. to B. eighth.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

MR. JUTZ.—Thanks for the games and problems, especially for the four games played at the Dundee Chess Club; the style of play is admirable.

R. P.—We think it impossible to make anything of the position in question. Problems exceeding seven moves must be very fine to deserve publishing.

F. GORDON.—The Scotch Opening is quite as sound as the Gioco Piano.

FRIEND.—The Rev. Mr. Bolton's problem is correct, and, like many of his compositions, a masterpiece.

MR. BODEN.—We feel greatly indebted for the many fine games and positions sent.

MR. TURTON.—The problem last sent shows great skill, and shall appear shortly.

TO CHESS CLUBS.—We shall be glad to receive any intelligence relative to chess-players, chess-meetings, &c., &c.

F. R.—We shall avail ourselves of your excellent hint respecting notation.

T. H.—Try again; you will find it quite correct.

A BEGINNER.—You may obtain six introductory chess-lessons for the very moderate sum of five shillings by applying to the proprietor of the Philidorian, 19, Strand; these will enable you to enjoy the game. Lessons to pupils of a higher grade by a first-rate professor may be taken at 2s. 6d. each lesson.

Our contributors are requested to number their positions, as it facilitates any reference that may be made afterwards.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouverie-street and Primrose-hill, Fleet-street); and published by him at 13, Carey-street, Lincoln's Inn-fields; and sold by Mr. BARTHELEMY, Marlborough-street; at RICE'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

Feb 5 3

THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

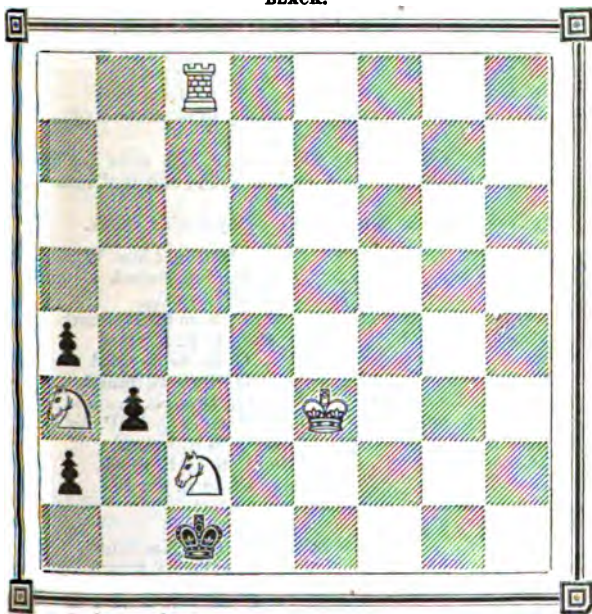
No. 18.

NOVEMBER 15, 1851.

Price 2d.

PROBLEM No. XVIII., BY MR. HORWITZ.

BLACK.



WHITE.

White mates in four moves.

**TWO GAMES BETWEEN MESSRS. BODEN OF HULL, AND W—— :
THE FORMER GIVING THE ODDS OF QUEEN'S ROOK.**

WHITE. (MR. B.)

1. P. to K. fourth
2. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. P. to K. fifth
10. Q. B. to R. third
11. K. Kt. takes K. P.
12. Q. to R. fourth (check)
13. R. to Q.
14. Q. Kt. to B. third
15. Q. takes Q. B.
16. K. Kt. takes K. B. P.
17. R. to K. (check)
18. R. takes Kt. (check)
19. R. to Q. sixth (check)
20. Q. to K. second (check)
21. R. to K. sixth, and White won.

(a) If he plays P. to Q. Kt. fourth, White does not lose a piece, but wins one by taking B. with K. B.; and if P. then takes Q., the B. takes K. B. P. checkmating.

(b) If K. move, he is mated at once by double check.

BLACK. (MR. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. Kt. to K. B. third
6. Castles
7. Kt. takes Kt.
8. P. to K. B. fourth
9. K. to R.
10. Kt. takes P.
11. P. to K. fifth
12. P. to K. B. fifth
13. Q. B. takes Kt.
14. Q. to K. Kt. fourth (check)
15. Q. home
16. Kt. to K. fourth
17. K. B. to Q. third
18. P. to K. Kt. third
19. Kt. to K. B. second, and wins Q. and game.

BLACK. (MR. W.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. R. fourth
6. P. takes P.
7. P. to Q. third
8. Kt. to K. B. third
9. P. takes P.
10. Q. Kt. takes P.
11. Q. B. to K. third
12. P. to Q. B. third
13. B. to Q. Kt. third (a)
14. Q. B. takes K. B.
15. Q. to Q. B. second
16. Q. takes Kt.
17. Q. Kt. to K. third
18. K. to Q.
19. K. to K.
20. Q. to K. second (b)

WHITE. (MR. W.)

1. P. to K. fourth
2. P. takes P.
3. K. B. to Q. B. fourth
4. Q. to K. B. third
5. Q. Kt. to B. third
6. Q. Kt. to K. fourth
7. Q. takes Kt.
8. P. takes Q. B. P. dis. (ch.)
9. Q. to K. second
10. P. to Q. B. third
11. Kt. to R. third
12. Castles
13. P. takes B.
14. Q. to K. Kts. fourth
15. P. to Q. Kt. fourth
16. Q. to K. R. fifth
17. K. B. to K. second
18. Q. to K. B. sixth

A LITTLE SKIRMISH BETWEEN MR. GORDON AND MR. REX.

WHITE. (MR. G.)	BLACK. (MR. R.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to K. third	2. Kt. to K. B. third
3. P. to Q. B. fourth	3. P. to K. third
4. P. takes P.	4. P. takes P.
5. Kt. to Q. B. third	5. P. to Q. B. third
6. K. B. to Q. third	6. K. B. to Q. third
7. Kt. to K. B. third	7. Castles
8. Castles	8. B. to K. Kt. fifth
9. P. to K. fourth	9. P. takes P.
10. B. takes P.	10. Kt. takes B.
11. Kt. takes Kt.	11. P. to K. B. fourth
12. Q. to Q. Kts. third (check)	12. K. to R. square
13. Kt. to K. Kt. third	13. P. to Q. Kts. third
14. Kt. to K. Kts. fifth	14. Q. to K. B. third
15. P. to K. B. fifth	15. Q. takes P. (check)
16. B. to K. third	16. Q. to K. B. third
17. P. to K. R. third	17. P. to K. R. third
18. Kt. to K. sixth	18. R. to K. square
19. Kt. to Q. fourth	19. B. to Q. B. fourth
20. Kt. to Q. B. second	20. Q. to K. second
21. Q. R. to K. square	21. Q. to K. R. fifth
22. B. takes B.	22. R. takes R.
23. R. takes R.	23. P. takes B.
24. B. to K. eighth (check)	24. K. to R. second
25. P. takes B.	And Black resigned.

SOLUTION TO PROBLEM No. XVII.

WHITE.	BLACK.
1. R. to Q. fourth	1. P. takes B. or (A) (B)
2. R. to Q. fifth (check)	2. Any move
3. Q. mates.	

VARIATION A.

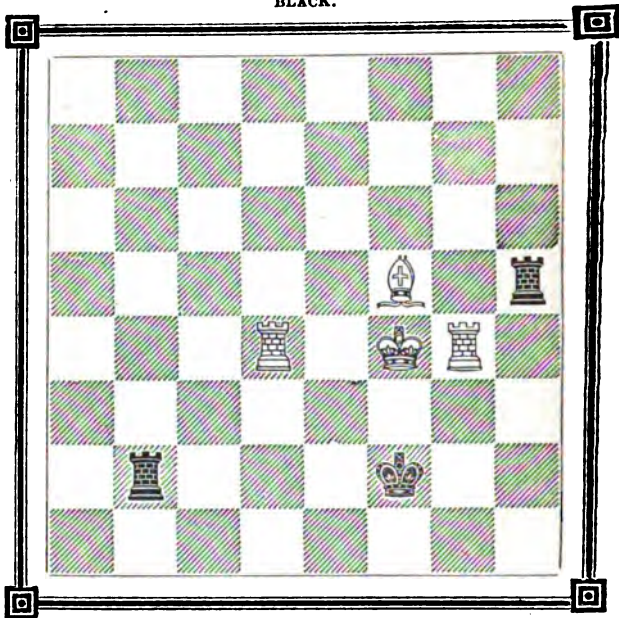
WHITE.	BLACK.
1.	1. B. takes R.
2. B. takes P. (check)	2. K. takes B. or Q. fourth
3. Q. mates.	

VARIATION B.

WHITE.	BLACK.
1.	1. B. takes Kt.
2. Q. takes B. (check)	2. K. moves
3. B. mates.	

CHESS STUDY BY THE AUTHORS, No. XXXV.

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXXIII.

WHITE.

1. K. to K. fourth (a)
2. K. to Q. fifth (b)
3. K. to Q. B. sixth
4. K. takes P.
5. K. to K. R. seventh (c)
6. P. to Q. Kts. sixth
7. P. to Q. Kts. seventh, and draws.

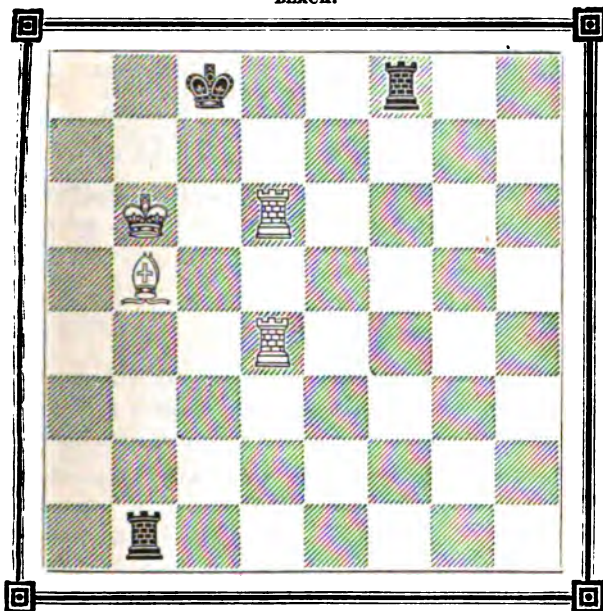
BLACK.

1. K. takes P.
2. K. to K. Kts. fifth
3. P. to K. R. fifth
4. P. to K. R. sixth
5. P. to K. R. seventh
6. P. a Queen

(a) Were White to attack P. with K., Black would win by P. to K. R. fifth.

CHESS STUDY BY THE AUTHORS, No. XXXVI.

BLACK.



WHITE.

White to move and win.

- (b) Any other move would cost the game.
 (c) White dares not take R. P. without losing the game.

SOLUTION TO CHESS STUDY No. XXXIV.

BLACK.

1. Q. to Q. R. 8th (ch.) (best) (a)
2. Q. to K. B. eighth (ch.) or (A)
3. Q. to Q. R. eighth (check)
4. Q. to K. Kt. second

WHITE.

1. Q. to Q. R. fifth
2. Q. to Q. Kt. fifth
3. K. to Q. Kt. seventh
4. K. to Q. Kt. 8th, and wins.

VARIATION A.

BLACK.

2. Q. to K. B. third (check)
3. Q. to Q. R. eighth (check)
4. Q. to K. Kt. second
5. Q. to Q. fourth
6. Q. to Q. R. eighth (check)
7. Q. to K. Kt. eighth (check)

WHITE.

2. Q. to Q. Kt. sixth
3. K. to Q. Kt. seventh
4. K. to Q. Kt. eighth
5. K. to Q. R. seventh
6. Q. to Q. R. sixth
7. K. to Q. R. 8th, and wins.

(a) Were Black to check on Q. R. square, White would play K. to Q. Kt. sixth, and next move K. to Q. R. seventh, and win easily.

In the match between Messrs. Staunton and Williams, the score stands at five for each party, Mr. Staunton having recovered the odds of three games given at the commencement.

The match game between Amsterdam and London Chess Club stands thus:—

WHITE. (AMSTERDAM.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. P. to Q. B. third

BLACK. (LONDON.)

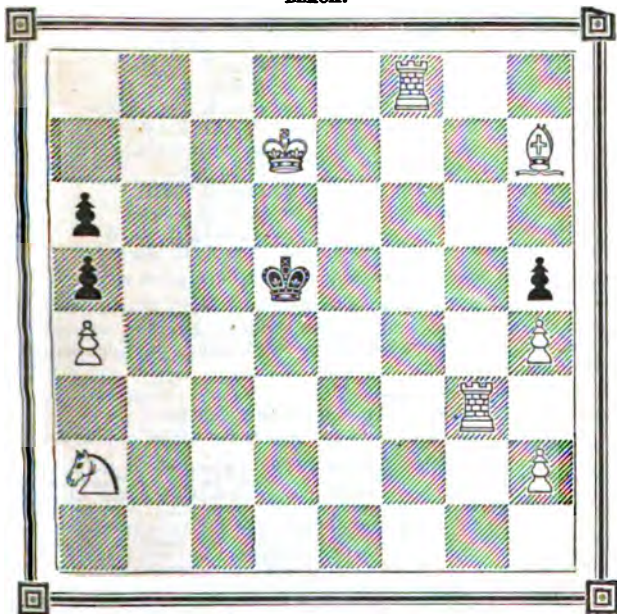
1. P. to K. fourth
2. Kt. to Q. B. third
3. P. takes P.
4. B. to Q. B. fourth
5. To move.

The game having now become interesting, we shall give the moves as they are made.

Another pleasing instance of the increasing popularity of chess is furnished by the *West of England Conservative and Plymouth and Devonport Advertiser* devoting nearly a column weekly to our favourite game. We have two numbers before us containing problems, enigmas, and games of considerable merit, and a proposal for a local chess tournament, which we shall be glad to see realised.

ENIGMA No. XVIII, BY C. T. ATKINS.

BLACK.



WHITE.

White playing first mates in three moves.

SOLUTION TO ENIGMA No. XVII.

WHITE.

1. Q. to K. Kt. seventh
2. Q. to Q. fifth (check)
3. B. takes B., mate.

BLACK.

1. P. takes P.
2. Q. takes Q.

THE MUZIO GAMBIT.

The following portion of the Muzio Gambit is given for a beginning. The Authors will be glad to receive their subscribers' opinions thereon.

WHITE.	BLACK.
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Castles	5. Q. to K. second
6. P. to Q. fourth	6. P. takes Kt.
7. Kt. to Q. B. third	7. P. to Q. third
8. Kt. to Q. fifth	8. Q. to Q. second
9. Q. takes P.	9. Kt. to Q. B. third
10. Q. takes P.	10. P. to K. R. third (a)

And Black by correct play, we believe, must win.

(a) Had Black played Kt. to Q. square, White would play Q. to K. B. sixth, and have a drawn game. For this ingenious move we are indebted to Von Heydebrand, the celebrated Berlin chess-player.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 19, Strand.

"La Régence" for July and August has just been received. In the August number we are accused of taking a position from "La Régence," and giving it as an original study. Not having the number for September, 1850, at hand, we are unable to compare the positions; but we think it likely our friend has not carefully looked at the two positions, and has hastily concluded them to be alike when they may be essentially different. The making a Knight is certainly not an original idea; and should it happen that both positions are alike, we can only assure our friend it is one of those remarkable coincidences which occasionally happen, as we had never seen the position referred to.

BADDELEY's and JUTZ's letters on notation have been received. We wait for others, when we shall give fair extracts for and against.

Our Paris correspondent may obtain the CHESS PLAYER at the house of Barthes and Co., Booksellers, Paris.

Thanks to Messrs. Boden, Drew, Turton, Jutz, B. X., &c., &c., for their kind communications.

A BEGINNER.—You may obtain six introductory chess-lessons for the very moderate sum of five shillings by applying to the proprietor of the Philidorian, 19, Strand; these will enable you to enjoy the game. Lessons to pupils of a higher grade by a first-rate professor may be taken at 2s. 6d. each lesson.

Our correspondents will facilitate any reference that may be made by numbering their positions.

We have received the names of a few chess clubs, and where held. We wait for others before we publish our list.

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

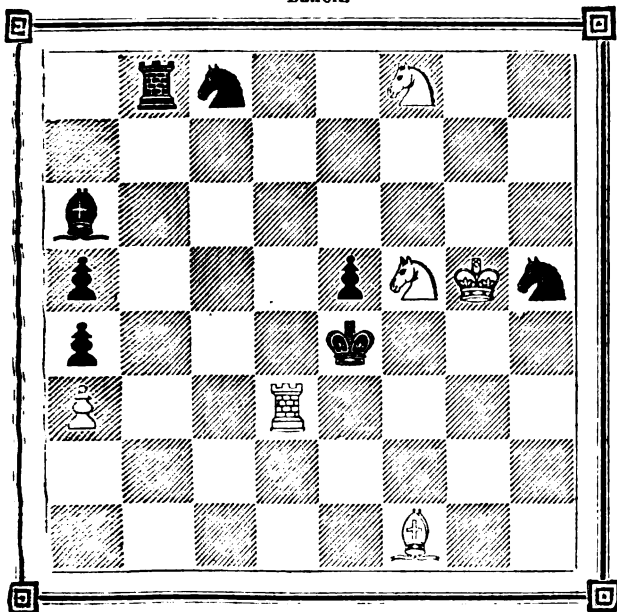
No. 19.

NOVEMBER 22, 1861.

Price 2d.

PROBLEM No. XIX., BY MR. HENRY E. KYDSON.

BLACK.

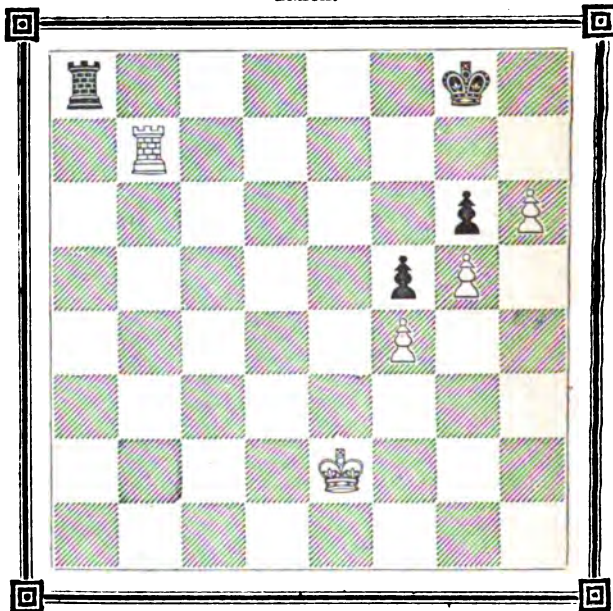


WHITE.

White playing first to mate in six moves.

CHESS STUDY BY THE AUTHORS, No. XXXVII.

BLACK.



WHITE.

Black having the move can draw.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXXV.

WHITE.

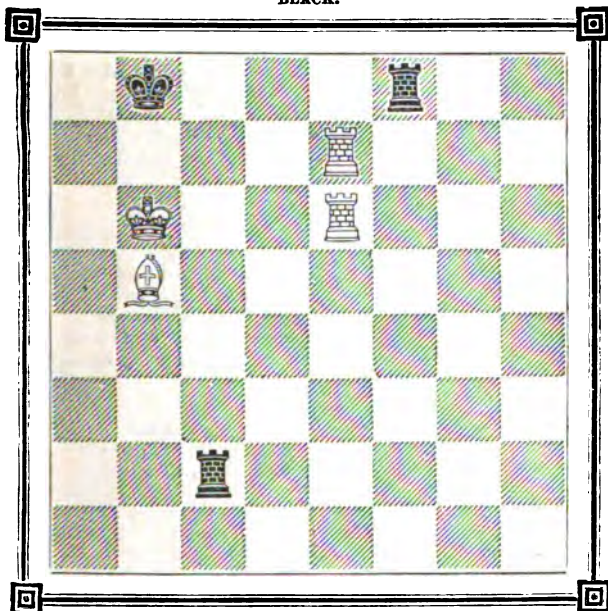
1. B. to K. fourth
2. B. to K. B. third
3. R. to Q. R. fourth
4. K. to K. Kt. third
5. R. from Q. R. 4th to Q. 4th
6. K. to K. Kt. second
7. R. to Q. third
8. K. to K. Kt. square
9. R. to Q. B. third
10. R. to Q. fourth
11. R. at Q. B. third to Q. third
12. B. to K. Kt. fourth, and wins.

BLACK.

1. R. to K. R. seventh (best)
2. R. to Q. B. seventh
3. K. to K. eighth or (A)
4. R. to K. R. square (best) (a)
5. R. to Q. B. eighth
6. R. to K. square (best)
7. R. to Q. B. seventh (check)
8. R. to Q. seventh
9. R. to Q. Kt. seventh (b)
10. R. to Q. Kt. eighth
11. R. to K. Kt. square (check)

CHESS STUDY BY THE AUTHORS, No. XXXVIII.

BLACK.



WHITE.

White moves first and wins.

VARIATION A.

WHITE.

- 3.
4. R. to Q. B. fourth
5. R. to Q. B. square
6. B. to K. fourth
7. B. to Q. third
8. B. to Q. B. fourth, and wins.

BLACK.

3. R. to Q. Kt. seventh
4. R. to Q. R. seventh
5. R. to Q. R. fifth (ch.) or (B)
6. R. to Q. R. seventh
7. R. to Q. R. fifth (check)

VARIATION B.

WHITE.

- 5.
6. B. to Q. fifth
7. B. to K. fourth
8. B. to Q. third, and wins.

BLACK.

5. R. to Q. seventh
6. R. to Q. fifth (check)
7. R. to Q. seventh or (C)

VARIATION C.

WHITE.

BLACK.

- | | |
|--|---------------------|
| 7. | 7. K. to K. seventh |
| 8. K. to K. Kt. third, and Black cannot help losing. | |

(a) If Black plays Rook to Q. R. seventh, White takes Rook with Rook, and then plays Rook to K. R. fourth, and wins Rook.

(b) Were Black to play Rook at Q. seventh to Q. square, White would play R. to K. Kt. second, then Black's only move will be R. to Q. B. square; White takes Rook, and White wins the other Rook in two moves.

SOLUTION TO CHESS STUDY No. XXXVI.

WHITE.

BLACK.

- | | |
|--------------------------------|-----------------------------------|
| 1. R. to Q. seventh | 1. R. to Q. B. third (ch.) (best) |
| 2. R. at Q. fourth to Q. sixth | 2. R. takes R. (check) or (A) |
| 3. R. takes R. | 3. R. to Q. Kt. seventh |
| 4. R. to Q. square | 4. R. to Q. Kt. fifth (best) |
| 5. R. to Q. R. square | 5. K. to Q. sq. or Q. Kt. sq. |
| 6. R. to K. square, and wins. | |

VARIATION A.

WHITE.

BLACK.

- | | |
|------------------------------------|--------------------------------|
| 2. | 2. R. to K. B. square |
| 3. R. to K. seventh | 3. K. to Q. Kt. square |
| 4. R. at Q. sixth to K. sixth | 4. R. to Q. eighth or (B) |
| 5. R. to K. eighth (check) | 5. R. to Q. square |
| 6. R. takes R. at Q. B. | 6. R. takes R. |
| 7. B. to Q. seventh | 7. K. to Q. R. |
| 8. R. to K. Kt. sixth | 8. R. to Q. Kt. (check) |
| 9. K. to Q. R. sixth | 9. R. to Q. square (best) |
| 10. R. to K. B. sixth | 10. K. to Q. Kt. square |
| 11. K. to Q. Kt. sixth | 11. R. to K. Kt. square |
| 12. R. to K. B. seventh | 12. R. to K. Kt. third (check) |
| 13. B. to Q. B. sixth | 13. R. to K. Kt. square |
| 14. R. to Q. R. seventh, and wins. | |

VARIATION B.

WHITE.

BLACK.

- | | |
|------------------------------|-----------------------------------|
| 4. | 4. R. to Q. B. eighth |
| 5. B. to Q. third | 5. K. to Q. R. sq. or (C) (D) (E) |
| 6. B. to K. fourth (check) | 6. K. to Q. Kts. square |
| 7. R. to Q. R. seventh | 7. K. to Q. B. square |
| 8. R. to Q. sixth, and wins. | |

VARIATION C.

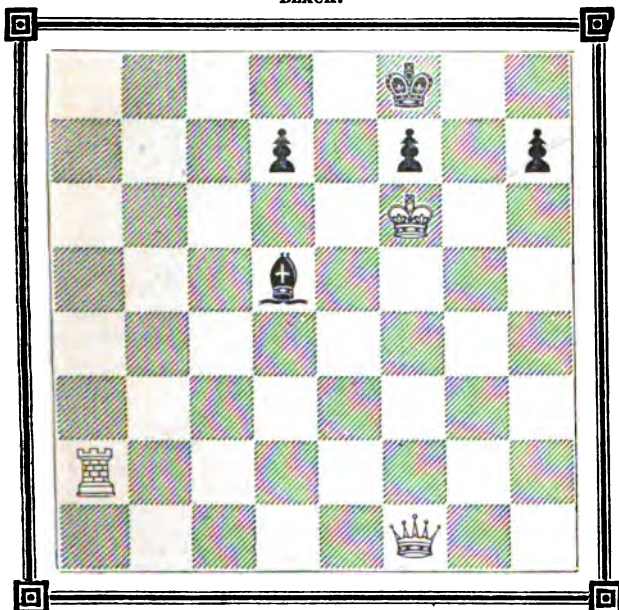
WHITE.

BLACK.

- | | |
|-----------------------------------|-----------------------|
| 5. | 5. K. to Q. B. square |
| 6. B. to Q. R. sixth (check) | 6. K. to Q. square |
| 7. B. to Q. Kts. fifth, and wins. | |

ENIGMA No. XIX., BY MR. KLING.

BLACK.



WHITE.

White mates in two moves.

VARIATION D.

WHITE.

- 5.
6. R. to Q. Kts. seventh (check)
7. R. to Q. R. seventh (check)
8. B. to K. fourth and mates in three moves.

BLACK.

5. R. to Q. square
6. K. to Q. R. square (best)
7. K. to Q. Kts. square
8. K. to Q. B. square

VARIATION E.

WHITE.

- 5.
6. B. to Q. R. sixth
7. B. to Q. Kts. fifth
8. B. to Q. R. fourth

BLACK.

5. R. to Q. B. sixth (best)
6. R. to Q. Kts. sixth (check)
7. R. to Q. B. sixth (best)
8. R. to Q. B. eighth or (F) (G)

- | WHITE. | BLACK. |
|------------------------------------|--------------------------------|
| 9. R. to Q. Kts. seventh (ch.) | 9. K. to Q. B. square |
| 10. B. to Q. seventh (check) | 10. K. to Q. square |
| 11. B. to Q. B. sixth | 11. R. to Q. Kts. eighth (ch.) |
| 12. B. to Q. Kts. fifth, and wins. | |

VARIATION F.

- | WHITE. | BLACK. |
|---------------------------------|-------------------------|
| 8. | 8. K. to Q. R. square |
| 9. R. to Q. R. seventh (check) | 9. K. to Q. Kts. square |
| 10. R. to Q. Kts. seventh (ch.) | 10. K. to Q. R. square |
| 11. K. to Q. R. sixth | 11. R. to Q. R. sixth |
- And now our readers will find that mate can be given in eight moves.

VARIATION G.

- | WHITE. | BLACK. |
|---|--------------------------|
| 8. | 8. R. to Q. square |
| 9. R. to Q. Kts. seventh (ch.) | 9. K. to Q. R. square |
| 10. R. to Q. B. seventh (check) | 10. K. to Q. Kts. square |
| 11. K. to Q. R. sixth | 11. K. to Q. B. square |
| 12. B. to Q. seventh (check) | 12. R. takes B. |
| 13. R. to K. eighth (check) | 13. R. to Q. square |
| 14. R. to Q. R. eighth (check), and wins. | |

SOLUTION TO ENIGMA No. XVIII.

- | WHITE. | BLACK. |
|---------------------------|----------------------------|
| 1. R. to K. B. fourth | 1. K. to his fourth or (A) |
| 2. Kt. to Q. B. square | 2. K. takes R. |
| 3. Kt. to Q. third, mate. | |

VARIATION A.

- | WHITE. | BLACK. |
|---------------------------|-----------------------|
| 1. | 1. K. to Q. B. fourth |
| 2. R. to K. Kt. sixth | 2. K. to Q. fourth |
| 3. R. to Kt. fifth, mate. | |

SOLUTION TO PROBLEM No. XVIII.

- | WHITE. | BLACK. |
|---------------------------------|---------------------------|
| 1. Kt. to Q. Kt. fourth (check) | 1. K. to Q. eighth or (A) |
| 2. R. to K. R. eighth | 2. K. to Q. B. eighth |
| 3. Kt. to Q. third (check) | 3. K. moves. |
| 4. R. mates. | |

VARIATION A.

- | WHITE. | BLACK. |
|----------------------------|--------------------------|
| 1. | 1. K. to Q. Kts. seventh |
| 2. Kt. to Q. third (check) | 2. K. takes Kt. (best) |
| 3. R. to Q. B. square | 3. Any move |
| 4. R. mates. | |

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouverie-street and Primrose-hill, Fleet-street), and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARNES, Marlborough-street; at RICE's Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHESS-PLAYER.

EDITED BY

Kling and Horwitz.

No. 20.

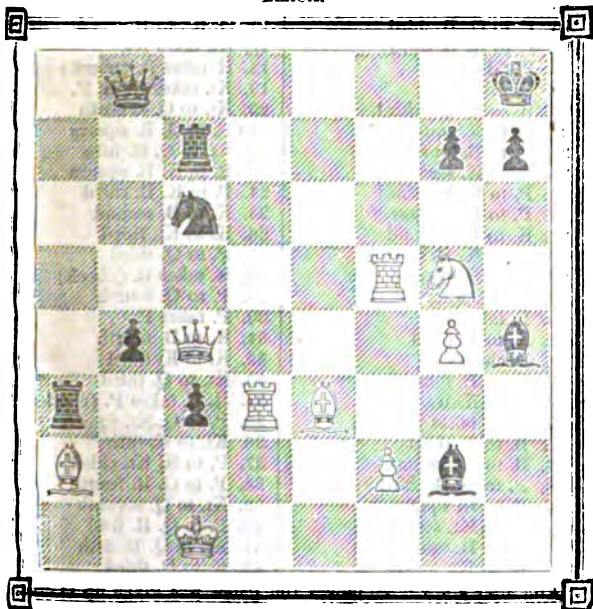
NOVEMBER 29, 1851.

Price 2d.

PROBLEM No. XX.

(This capital position is the composition of Mr. Drew.)

BLACK.



WHITE.

White gives mate in six moves.

- | WHITE. | BLACK. |
|------------------------------------|--------------------------------|
| 9. R. to Q. Kts. seventh (ch.) | 9. K. to Q. B. square |
| 10. B. to Q. seventh (check) | 10. K. to Q. square |
| 11. B. to Q. B. sixth | 11. R. to Q. Kts. eighth (ch.) |
| 12. B. to Q. Kts. fifth, and wins. | |

VARIATION F.

- | WHITE. | BLACK. |
|---------------------------------|-------------------------|
| 8. | 8. K. to Q. R. square |
| 9. R. to Q. R. seventh (check) | 9. K. to Q. Kts. square |
| 10. R. to Q. Kts. seventh (ch.) | 10. K. to Q. R. square |
| 11. K. to Q. R. sixth | 11. R. to Q. R. sixth |
- And now our readers will find that mate can be given in eight moves.

VARIATION G.

- | WHITE. | BLACK. |
|---|--------------------------|
| 8. | 8. R. to Q. square |
| 9. R. to Q. Kts. seventh (ch.) | 9. K. to Q. R. square |
| 10. R. to Q. B. seventh (check) | 10. K. to Q. Kts. square |
| 11. K. to Q. R. sixth | 11. K. to Q. B. square |
| 12. B. to Q. seventh (check) | 12. R. takes B. |
| 13. R. to K. eighth (check) | 13. R. to Q. square |
| 14. R. to Q. R. eighth (check), and wins. | |

SOLUTION TO ENIGMA No. XVIII.

- | WHITE. | BLACK. |
|---------------------------|----------------------------|
| 1. R. to K. B. fourth | 1. K. to his fourth or (A) |
| 2. Kt. to Q. B. square | 2. K. takes R. |
| 3. Kt. to Q. third, mate. | |

VARIATION A.

- | WHITE. | BLACK. |
|---------------------------|-----------------------|
| 1. | 1. K. to Q. B. fourth |
| 2. R. to K. Kt. sixth | 2. K. to Q. fourth |
| 3. R. to Kt. fifth, mate. | |

SOLUTION TO PROBLEM No. XVIII.

- | WHITE. | BLACK. |
|---------------------------------|---------------------------|
| 1. Kt. to Q. Kt. fourth (check) | 1. K. to Q. eighth or (A) |
| 2. R. to K. R. eighth | 2. K. to Q. B. eighth |
| 3. Kt. to Q. third (check) | 3. K. moves. |
| 4. R. mates. | |

VARIATION A.

- | WHITE. | BLACK. |
|----------------------------|--------------------------|
| 1. | 1. K. to Q. Kts. seventh |
| 2. Kt. to Q. third (check) | 2. K. takes Kt. (best) |
| 3. R. to Q. B. square | 3. Any move |
| 4. R. mates. | |

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THE
CHESS-PLAYER.

EDITED BY

Elling and Horwitz.

No. 20.

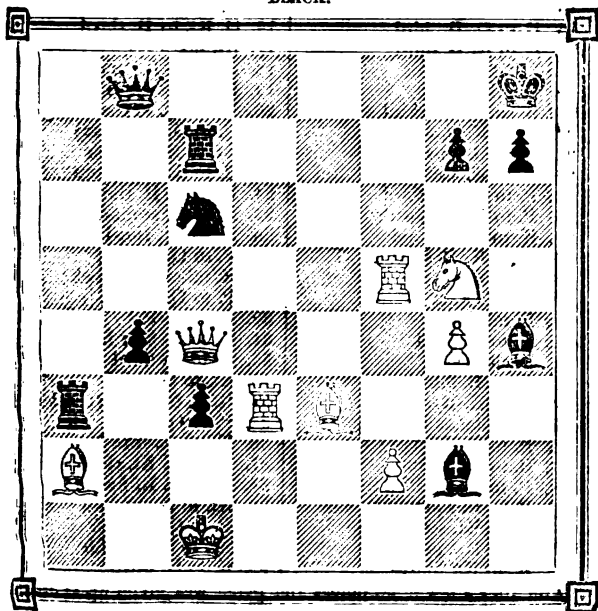
NOVEMBER 29, 1851.

Price 2d.

PROBLEM No. XX.

(This capital position is the composition of Mr. Drew.)

BLACK.



WHITE.

White gives mate in six moves.

GAME BETWEEN MR. J. T. B. AND MR. S. S. BODEN, THE LATTER GIVING THE "PAWN AND TWO MOVES."

WHITE. (MR. J. T. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. B. fourth
4. Kt. to Q. B. third
5. Kt. to K. B. third (a)
6. Q. to Q. third
7. Q. B. to K. Kt. fifth
8. P. takes B.
9. B. takes K. Kt.
10. B. takes Q.
11. B. takes Q. B. P.
12. B. to Q. sixth
13. Kt. to K. fifth
14. P. to Q. B. fourth
15. Castles K. R.
16. P. to Q. B. third
17. P. to K. B. third
18. P. takes B.
19. R. takes R.
20. B. to K. Kt. third
21. R. to K. square
22. B. to B. fourth
23. R. to K. second
24. P. to K. Kt. third
25. P. to K. R. fourth
26. K. to Kt. second
27. R. to K. B. second
28. B. to B. square
29. K. takes R.
30. P. takes P.
31. K. to B. third
32. P. checks
33. K. to B. fourth
34. P. to K. Kt. fifth
35. R. P. takes P.
36. B. to R. third
37. B. to Kt. second
38. P. to Q. R. third
39. B. to R. square
40. B. to Kt. second
41. B. to B. square
42. K. to Kt. fourth

BLACK. (MR. S. S. B.)

- 1.
2. P. to K. third
3. P. to Q. Kt. third
4. B. to Q. Kt. second
5. K. B. to Q. Kt. fifth
6. Kt. to K. B. third
7. K. B. takes Q. Kt. (check)
8. Q. B. takes K. P.
9. B. takes Q.
10. B. takes K. B.
11. Castles K. R.
12. K. R. to B. fourth
13. B. to Kt. fourth
14. B. to B. third
15. B. to K. fifth
16. Q. Kt. to B. third
17. Kt. takes Kt.
18. R. takes R. (check)
19. Kt. takes Q. B. P.
20. Kt. to Q. seventh
21. R. to Q. B. square
22. Kt. to Q. B. fifth
23. R. to K. B. square
24. P. to K. R. third
25. K. to B. second
26. K. to Kt. third
27. P. to Q. third
28. R. takes R. (check)
29. P. to Q. fourth
30. P. takes P.
31. K. to B. fourth
32. K. to K. third
33. Kt. to Q. third
34. R. P. takes P. (check)
35. P. to Q. Kt. fourth
36. Kt. to K. fifth
37. P. to K. Kt. third
38. P. to Q. R. fourth
39. Kt. to Q. seventh
40. P. to Q. R. fifth
41. Kt. to Q. B. fifth
42. K. to Q. third

And after a few more moves the game was given up as drawn.

(a) Here P. to Q. fifth seems stronger; Black would reply with Q. to K. B. third.

GAME BETWEEN MR. LOEWE AND MR. S. BODEN.

WHITE. (MR. L.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. takes P.
4. Kt. to K. fifth (a)
5. P. to Q. fourth
6. K. Kt. takes P.
7. Q. Kt. to Q. B. third
8. K. B. to K. second
9. Castles
10. P. to K. B. fourth
11. Q. B. to K. third
12. Q. to Q. second
13. Q. B. to K. square
14. K. B. to K. B. third
15. P. to Q. Kt. third
16. Q. B. to Q. fourth
17. R. takes R. (check)
18. Q. B. to K. fifth
19. Q. B. takes K. B.
20. Q. B. to K. fifth (c)
21. P. to K. R. third
22. P. takes Kt.
23. Kt. takes Q. B.
24. Q. to K. B. second
25. R. to K. square
26. Kt. to K. B. fourth
27. P. to Q. B. fourth
28. P. to K. Kt. fourth
29. Kt. to Q. fifth
30. Kt. to K. P. fourth
31. Q. to K. third
32. Kt. takes Kt.
33. R. takes Q.
34. K. to Kt. second
35. K. to B. third
36. K. to K. fourth
37. R. to Q. third
38. K. takes R.
39. P. to K. R. fourth

BLACK. (MR. S. B.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. fifth
4. Q. takes P.
5. P. takes P. *en pas.*
6. K. Kt. to B. third
7. Q. to K. B. fourth
8. K. B. to Q. third
9. Castles
10. Kt. to Q. B. third
11. K. R. to K.
12. Q. B. to Q. second
13. Q. R. to Q. square
14. Q. Kt. to R. fourth (b)
15. P. to Q. Kt. third
16. Q. B. to B. third
17. R. takes R.
18. Q. B. takes K. B.
19. Q. B. to K. fifth
20. Kt. to K. Kt. fifth
21. Kt. takes B.
22. Q. to K. Kt. third
23. Q. takes Kt.
24. R. to K. B. square
25. Q. to K. Kt. third
26. Q. to K. B. fourth
27. Kt. to Q. Kt. second
28. Q. to K. Kt. fourth
29. Kt. to Q. B. fourth
30. P. to Q. B. third
31. Kt. to K. third
32. Q. takes Q. (check)
33. P. takes Kt.
34. R. to Q. square
35. K. to B. second
36. P. to Q. B. fourth
37. R. takes R.
38. K. to Kt. third
39. P. to K. R. 4th, and wins

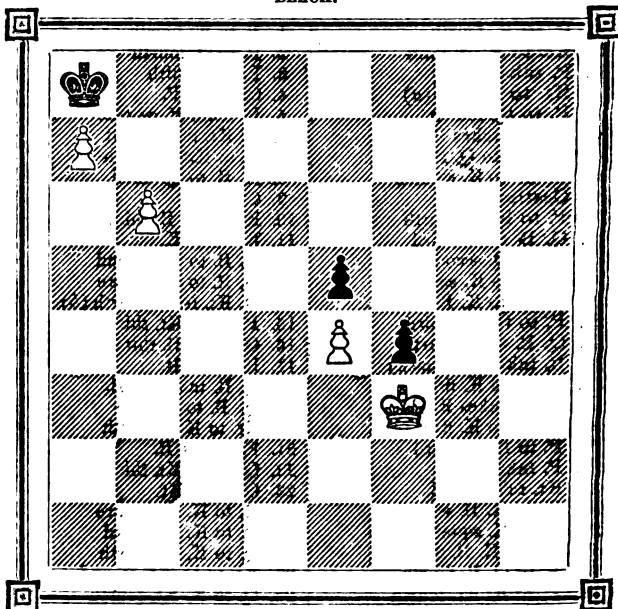
(a) At this point the first player's best move is Q. to K. 2nd.

(b) This, and Black's following move seems useless and ill-considered.

(c) By taking Q. B. P. with B., White would have lost a piece.

CHESS STUDY BY MR. ROLL, No. XXXIX.

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY BY THE AUTHORS, No. XXXVII.

WHITE.

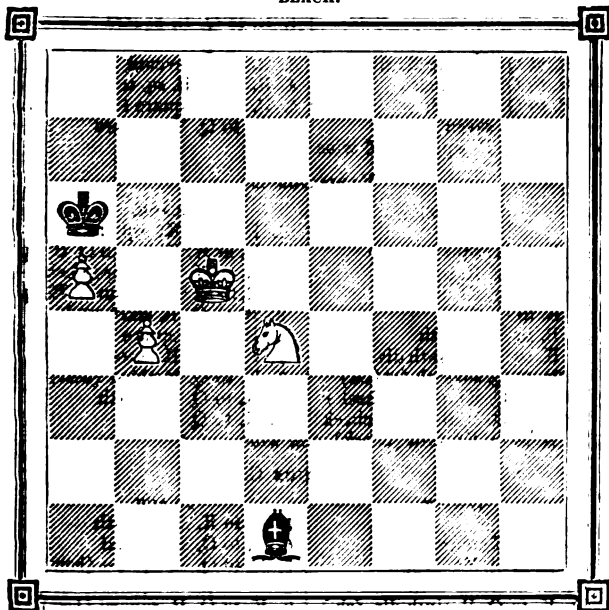
- 1.
2. K. to Q. third
3. R. to Q. B. seventh
4. R. to K. Kts. seventh
5. R. takes P.
6. R. to K. Kts. seventh (ch.)
7. K. to K. third
8. K. to K. B. third
9. P. to K. Kts. sixth
10. K. to K. B. second

BLACK.

1. K. to K. R. square
2. R. to Q. R. fifth
3. R. takes P.
4. R. to K. Kts. fifth
5. K. to K. R. second
6. K. to K. R. square
7. P. to K. B. fifth (check)
8. R. to K. Kts. eighth (best)
9. R. to K. Kts. fourth
10. P. to K. B. 6th, and draws.

CHESS STUDY BY THE AUTHORS, No. XL.

BLACK.



WHITE.

Black having the first move can draw.

SOLUTION TO CHESS STUDY No. XXXVIII.

WHITE.

1. R. to Q. sixth
2. R. to K. square
3. R. to Q. square
4. B. to Q. R. sixth (check)
5. B. to K. B. square
6. B. to K. Kt. second (check)
7. R. to Q. second
8. B. to K. R. third (check)
9. B. to K. sixth, and wins.

BLACK.

1. R. from Q. B. seventh to K. B. seventh or (A) (B)
2. R. at K. B. 7th to K. B. 3rd
3. K. to Q. B. square
4. K. to Q. Kt. square
5. K. to Q. R. square
6. K. to Q. Kt. square
7. K. to Q. B. square
8. K. to Q. Kt. square

VARIATION A.

WHITE.

- 1.
2. R. to K. square
3. R. at Q. sixth to K. sixth
4. R. to Q. Kt. square
5. B. to Q. B. sixth
6. R. to K. seventh
7. R. to Q. R. square, and wins.

BLACK.

1. K. to Q. B. square
2. R. to Q. Kt. seventh
3. R. to Q. seventh
4. R. at K. B. sq. to Q. sq.
5. R. at Q. square to Q. third
6. K. to Q. Kt. square

VARIATION B.

WHITE.

- 1.
2. R. to K. square
3. R. to Q. R. square
4. R. to Q. Kt. square
5. B. to Q. third
6. B. to K. B. fifth
7. K. to Q. R. sixth dia. (ch.)
8. R. to Q. seventh (check)
9. R. to Q. Kt. sixth (check)
10. R. to Q. B. seventh (check)
11. R. to Q. Kt. fifth (check), and wins.

BLACK.

1. R. to K. Kt. square
2. R. at K. Kt. sq. to Q. B. sq.
3. R. to K. B. square (best)
4. R. to Q. B. sq. from K. B. sq.
5. R. to Q. B. sixth or (C)
6. R. to K. square
7. K. to Q. B. second (best)
8. K. to Q. B. third (best)
9. K. to Q. B. fourth
10. K. to Q. fifth

VARIATION C.

WHITE.

- 5.
6. B. to K. fourth
7. R. to Q. Kt. fifth
8. B. to K. B. fifth
9. K. to Q. B. sixth dia. (ch.)
10. B. to K. fourth, and wins.

BLACK.

5. R. to K. B. seventh
6. R. to Q. B. second
7. R. to Q. B. square (best)
8. R. to K. B. square or (D)
9. K. to Q. R. square (best)

VARIATION D.

WHITE.

- 8.
9. R. to Q. seventh
10. K. to Q. B. sixth dia. (ch.)
11. B. to K. fourth
12. K. to Q. B. seventh
13. R. to Q. Kt. seventh (check)
14. B. to Q. third, and wins.

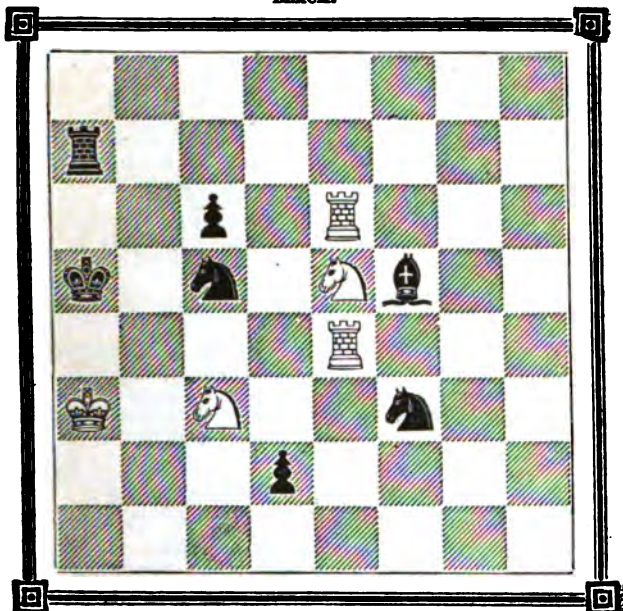
BLACK.

8. R. to K. square
9. R. to Q. R. seventh (best)
10. K. to Q. R. square
11. R. to K. third (ch.) (best)
12. K. to Q. R. second (best)
13. K. to Q. R. third

The match between Messrs. Staunton and Williams has terminated in favour of Mr. Williams; that gentleman scoring four games, in addition to the three allowed him at starting, to Mr. Staunton's six.

ENIGMA No. XX., BY MR. EDMUND STEVENS.

BLACK.



WHITE.

White moving first to checkmate in four moves.

SOLUTION TO ENIGMA No. XIX.

WHITE.

1. Q. to Q. R. fourth
2. R. or Q. mates.

BLACK..

1. Any move

CORRESPONDENCE GAME BETWEEN LONDON AND
AMSTERDAM.

[Having been misinformed by a member of the London Chess Club, we now once more give the moves between Amsterdam and London.]

WHITE. (AMSTERDAM.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to K. fifth
7. B. to Q. Kts. fifth
8. B. takes Kt.
9. P. takes P.

* BLACK. (LONDON.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. P. takes P.
4. B. to Q. B. fourth
5. Kt. to K. B. third
6. P. to Q. fourth
7. Kt. to K. fifth
8. P. takes B.
9. B. to Q. Kts. third

SOLUTION TO PROBLEM No. XIX.

WHITE.

1. Kt. to Q. seventh
2. B. to K. second
3. R. to Q. B. third
4. B. to Q. B. fourth (check)
5. B. to K. sixth disc. (check)
6. R. takes R., mate.

BLACK.

1. R. to Q. Kt. fourth (best)
2. B. to Q. Kt. second (best)
3. K. to Q. fourth (best)
4. K. to Q. B. third (best)
5. R. to Q. B. fourth

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *Chess Player*, 19, Strand.

Rev. J. G. H.'s letter on notation has been duly received.

R. A.—Wrong in both your corrections. Several other correspondents have sent us corrections, which we find on examination are incorrect.

Thanks to Messrs. Bird, Boden, Drew, B. X., &c., &c., for their kind contributions.

"La Régence" for September has come to hand. It would reach us much earlier if directed to 19, Strand.

M. H.—We intend to give an analysis of two Rooks and Knight against two Rooks in a future number.

E. G.—Heydebrand and Anderssen are playing a match in Germany. Heydebrand has won ten games to Anderssen's five.

B. S.—The "Schachzeitung" may be had of Williams and Norgate, Henrietta-street.

H. TURTON's stratagem is received, and shall be examined.

BRIDPORT.—Your not receiving the *CHESS PLAYER* regularly is the fault of your bookseller, as it has been punctually published every Saturday by Mr. Hastings of Carey-street.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouvierie-street and Primrose-hill, Fleet-street), and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTHELEMY, Marlborough-street; at RIES's Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

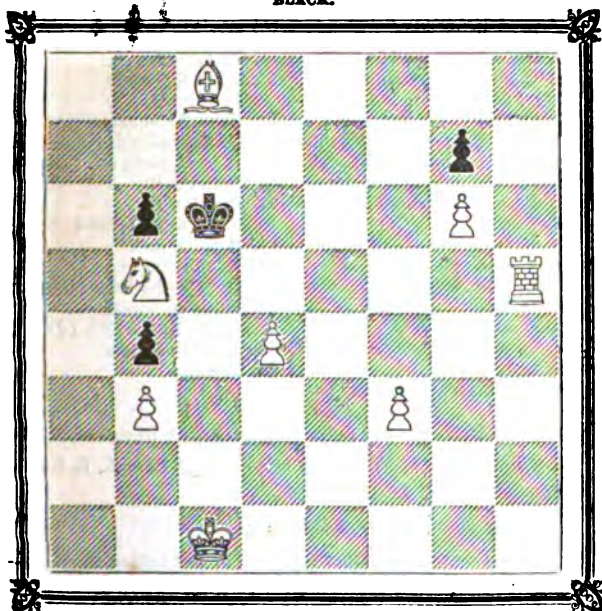
No. 21.

DECEMBER 6, 1851.

Price 2d.

PROBLEM No. XXI, BY B. X.

BLACK.



WHITE.

White mates in four moves.

GAME PLAYED AT RIEB'S DIVAN, NOV. 24, 1851, BETWEEN
MR. S. S. BODEN AND AN AMATEUR.

(Remove Black's King's Knight.)

BLACK. (MR. S. S. B.)	WHITE. (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. fourth	2. P. takes P.
3. K. B. to Q. third	3. K. B. to Q. B. fourth
4. Castles	4. P. to Q. third
5. P. to K. B. fourth	5. Q. Kt. to Q. B. third
6. P. to Q. R. third	6. P. to Q. R. fourth
7. P. to K. R. third	7. Q. to K. R. fifth
8. Q. to K. second	8. K. Kt. to K. R. third
9. Q. Kt. to Q. second	9. Castles
10. Kt. to K. B. third	10. Q. to K. Kt. sixth
11. P. to K. B. fifth	11. R. to K. square
12. Kt. to K. Kt. fifth (a)	12. Q. to K. fourth
13. Q. to K. R. fifth	13. P. to K. B. third
14. Kt. takes K. R. P. (b)	14. K. takes Kt.
15. Q. to K. Kt. sixth (check)	15. K. to R. square
16. Q. B. takes Kt.	16. P. takes B.
17. Q. takes R. P. (check)	17. K. to Kt. square
18. K. B. to Q. B. fourth (ch.)	18. Q. B. to K. third
19. K. R. to K. B. fourth (c)	19. P. to Q. sixth dis. (check)
20. K. to R. square	20. Q. takes R.
21. B. takes B. (check)	21. R. takes B.
22. Q. takes Q.	22. K. R. to K. second
23. P. takes P.	23. B. to Q. fifth
24. P. to K. Kt. fourth	24. K. to B. second
25. Q. to K. R. sixth	25. Q. R. to K. Kt. square
26. P. to K. R. fourth	26. Kt. to K. fourth
27. P. to K. Kt. fifth	27. Kt. to K. Kt. fifth (d)
28. Q. to K. R. fifth (check)	28. K. to B. square
29. Q. takes Kt.	29. P. takes P.
30. P. takes P., and wins.	

(a) Probably the best move on the board: it threatens, besides other things, to trap White's Q. by playing Q. B. to K. B. fourth, and then P. to K. Kt. third.

(b) The attack is very well kept up.

(c) This is playing rather too fine; by just taking the B. with K. B. P., Black would have an easier "win."

(d) This is losing his last chance

LIVELY SKIRMISH PLAYED THE OTHER EVENING BETWEEN
MR. S. BODEN AND ANOTHER AMATEUR.

WHITE. (MR. F.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to K. R. third
4. P. to Q. fourth
5. Kt. takes P.
6. P. takes P.
7. Kt. to Q. B. third
8. Q. to Q. third
9. K. B. to K. second
10. K. Kt. to K. B. third
11. Castles
12. Q. takes B.
13. Q. B. to K. third
14. Kt. to Kt. fifth
15. K. B. to Q. third
16. P. to Q. Kt. fourth
17. Kt. to K. fourth
18. Q. to Q. B. fifth
19. Q. to B. fourth
20. Kt. to Q. sixth (check)
21. Q. takes K. Kt.
22. Q. to Q. Kt. third
23. Q. B. to K. B. fourth
24. K. to R. square

BLACK. (MR. B.)

1. P. to K. fourth
2. P. to Q. third
3. K. B. to K. second
4. P. takes P.
5. P. to Q. fourth
6. Q. takes P.
7. K. B. to Q. Kt. fifth
8. Q. B. to Q. second
9. Kt. to Q. B. third
10. K. Kt. to K. second
11. B. takes Q. Kt.
12. Castles on Q. side
13. Q. to K. third
14. Q. to K. Kt. third
15. Q. to K. R. fourth
16. P. to K. B. third
17. K. Kt. to Q. fourth
18. P. to Q. Kt. third
19. Q. Kt. to K. fourth
20. K. to Kt. square
21. Q. B. to Q. B. third
22. R. takes Kt.
23. Kt. to K. B. sixth (check)
24. Kt. to Q. fifth, and Black wins (a).

(a) Black now threatens to take K. R. P. with Q., which White cannot avoid without losing at least a piece.

SOLUTION TO PROBLEM No. XX.

WHITE.

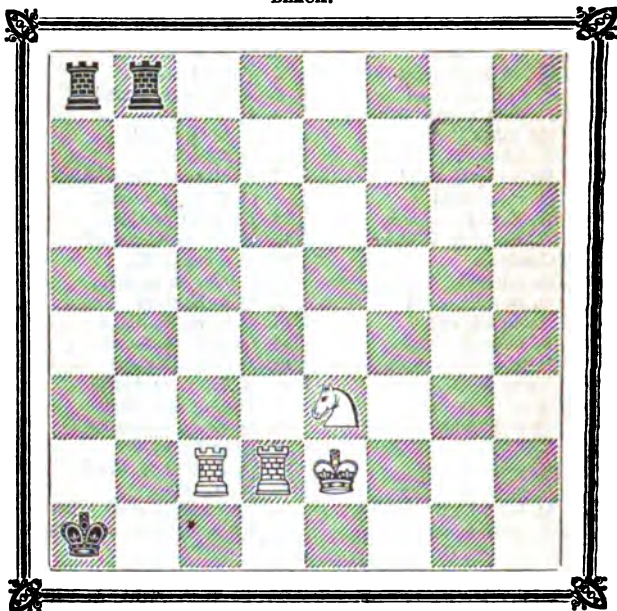
1. R. to Q. eighth (check)
2. Q. to Q. third
3. R. to K. fifth
4. R. to K. eighth (check)
5. R. to Kt. eighth (check)
6. Double checkmate.

BLACK.

1. Q. takes R. (best)
2. Q. to K. B. third (best)
3. P. to K. Kt. third (best)
4. K. to Kt. second (best)
5. Moves

CHESS STUDY BY THE AUTHORS, No. XLL

BLACK.



WHITE.

White can but draw, and generally the game with these forces can only be drawn.

SOLUTION TO CHESS STUDY, No. XXXIX.

WHITE.

1. K. to K. second
2. K. to Q. third
3. K. to Q. B. fourth
4. K. to Q. B. fifth
5. K. to Q. sixth
6. P. to Q. R. 8th (Queen) (ch.)

BLACK.

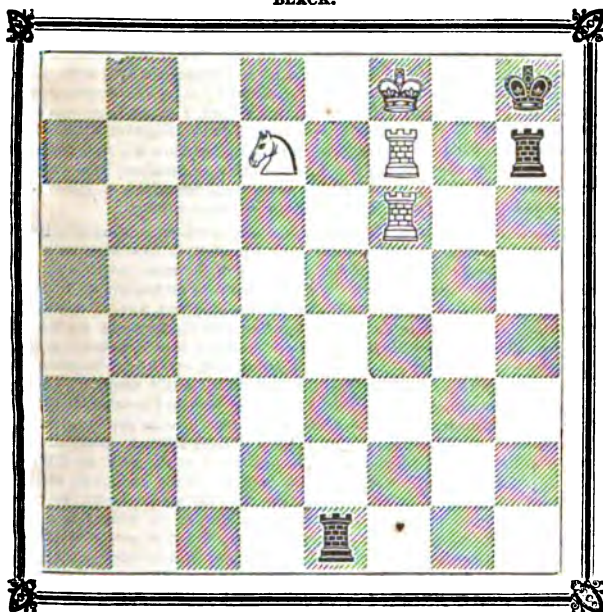
1. K. to Q. Kts. second
2. K. to R. square
3. K. to Kts. second (a)
4. P. to K. B. sixth
5. P. to K. B. seventh.
6. K. takes Q.

And White mates in four moves.

(a) If Black pushes Pawn, White simply moves his King to Q. third, and gains P.

CHESS STUDY BY THE AUTHORS, No. XLII.

BLACK.



WHITE.

White moving first wins ; generally two Rooks and Knight can only draw against two Rooks.

SOLUTION TO CHESS STUDY No. XL.

WHITE.

- 1.
2. Kt. to Q. B. sixth
3. Kt. to K. fifth
4. Kt. to Q. Kts. fourth
5. Kt. to Q. sixth

BLACK.

1. B. to K. Kts. fifth (a)
2. B. to K. seventh
3. B. to Q. Kts. fourth
4. B. to Q. second
5. B. to K. Kts. 5th, and draws.

(a) The only move to draw. Were Black to play B. to Q. R. fifth, White would play Kt. to Q. B. sixth and win ; and were Black to play B. to K. R. fourth, White would push Pawn to Q. Kt. fifth, and win easily ; but if Black plays correctly, White cannot win whatever mode he may adopt.

LETTERS TO THE EDITORS ON NOTATION.—No. I.

Hereford, Nov., 1861.

Gentlemen,—You express a willingness to receive the opinions of your readers on your proposed new chess notation “after it has been fairly tried;” but as I had previously considered the matter, perhaps you will suffer me a few words now; and as your experience must give you greater opportunities than I can possibly have for judging on the subject, I make these remarks more in the way of inquiry than of assertion. I don’t altogether know what are considered the defects of our present notation, or what the benefits anticipated from the new system; but I find advantages peculiar to our vernacular system which I am unwilling to forego, and difficulties pertaining to the arbitrary notation proposed which I am loth to encounter.

It seems to me unreasonable that the language of the game should be independent of the game itself, as is every arbitrary notation. Our manner of denoting the squares of the board and the moves of the men involves a good deal of the game—the names of the pieces, and their arrangement in battle order, &c.; and this greatly facilitates the learning and use of our chess language. If I read Q. to K. B. third, familiar with the figure of the Queen my hand directly rests upon it, and my eye conducts it in a moment to the file upon which I placed the King’s Bishop at first, and I have to calculate merely the third square on that file; and I must be better acquainted with this file, as the King’s Bishop’s, than I could ever be with the same file as the sixth file from the left hand side of the board. Now give me the same move, 14 to 36; and, brief and neat as it may appear, I have twice to compute the board in its length and breadth. With practice, I surely may do this rapidly; but do it I must before I can ascertain the move, and do it, too, at every move through the game. The system gives me no occasional relief as I obtain at present in such cases as K. moves, Castles, R. takes Kt., &c.—operations which, knowing the state of the game, the mind performs almost before the eye reaches the board; and surely space saved in writing or printing is not to be gained at the expense of mental time and labour.

But the greatest difficulty does not lie in recording and perusing the game.

In the case of consultation matches; blindfold play; each player sitting at a board of his own; indeed, any case in which the moves require to be called out, or otherwise similarly signified by one party to the other; what is to be done in such case? Of course, in an equal game, one party will not reckon forward, and the other be compelled to reckon backward; but each player will reckon from his own left hand corner. So, then, every square must now have two distinct double numbers; thus, what would be White’s 48 would be Black’s 51. I fear Mr. Harrwitz himself would be mazed here. At present, White’s K. R. fourth is Black’s K. R. fifth. This is anomalous, and appears to have been altered, for the sake of brevity, from the more correct method of describing Black’s K. R. fifth as “adverse K. R. fourth;” but, with the alteration, it is still King’s Rook’s file to both players, the difference being only in the single numbers.

I humbly submit these points, and, begging pardon for the length of my communication,

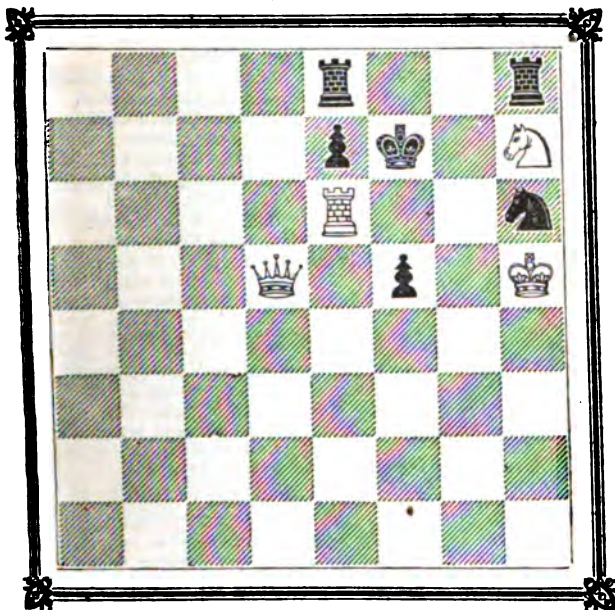
I am, Gentlemen,

Your obedient servant,

BRIDPORT.

ENIGMA No. XXI, BY BREDE.

BLACK.



WHITE.

White can give mate in four moves, and may also compel Black to give him mate in four moves.

SOLUTION TO ENIGMA No. XX.

WHITE.

1. R. takes P.
2. R. to Q. B. fourth
3. R. at Q. B. 4th takes Kt. (ch.)
4. R. takes R., mate.

BLACK.

1. B. to K. third or (A)
2. R. to Q. Kts. second (best)
3. R. interposes

VARIATION A.

WHITE.

- 1.
2. R. takes Kt.
3. R. at K. fifth takes Kt. (ch.)
4. R. takes R. or B., mate.

BLACK.

1. Kt. takes Kt.
2. B. to Q. sixth or R. to Q. Kt. second
3. R. or B. interposes

GAME BETWEEN MR. HORWITZ AND MR. K. N.; THE FORMER
GIVING THE QUEEN'S ROOK, WHICH MUST BE REMOVED.

BLACK. (MR. H.)	WHITE. (MR. K. N.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to K. B. square	4. P. to K. Kts. fourth
5. Kt. to K. B. third	5. Q. to K. R. fourth
6. P. to K. R. fourth	6. P. to Q. third
7. K. to K. Kts. square	7. P. to K. Kts. fifth
8. Kt. to K. Kts. fifth	8. Kt. to K. R. third
9. Kt. to Q. B. third	9. P. to Q. B. third
10. Kt. to K. second	10. P. to K. Kts. sixth
11. Q. to K. B. square	11. Q. to K. Kts. fifth
12. Q. Kt. takes P. on K. B. 5th	12. Kt. to Q. R. third
13. P. to Q. fourth	13. P. to K. B. third
14. B. to K. sixth	14. B. takes B.
15. K. Kt. takes B.	15. Kt. to K. B. second
16. R. to K. R. third	16. B. to K. R. third
17. P. to Q. fifth	17. R. to Q. B. square
18. P. to Q. B. third	18. B. takes Kt.
19. B. takes B.	19. Kt. to K. fourth
20. P. to K. R. fifth	20. Kt. to Q. B. second
21. R. takes P.	21. Q. to K. R. fifth
22. Kt. to K. Kts. seventh (ch.)	22. K. to Q. square
23. B. to K. Kts. fifth	And White resigned.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

N. R.—The position you mention is not fit for a chess study; it requires simplicity to analyse.

G. H.—The games in the "Chess Players' Chronicle" played by Judy show quite as much talent for play as for making problems.

R. P.—You find an example in the Book of End Games by Kling and Horwitz; but it would be important and useful to you to analyse those kind of positions without seeing the solutions, and compare yours with the original.

C. KNOLL.—The faults you find in the *CHESS PLAYER* do not exist. Look again, and you will find you are wrong. We should like to know what chess work is without faults and oversights.

A. T.—The matches with the French chess-players will shortly come off. We understand Mr. Buckle's state of health prevents his taking part.

W. A.—We are always happy to answer queries not already decided by the Laws of Chess; your inquiry is fully answered by Law III.

J. J.—It is not a drawn game; Black, with good play, can win.

W. H.—We are highly gratified that our labours meet with your approbation; the only favour we ask is, that you will introduce the *CHESS PLAYER* to your acquaintances.

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Kling and Morwitz.

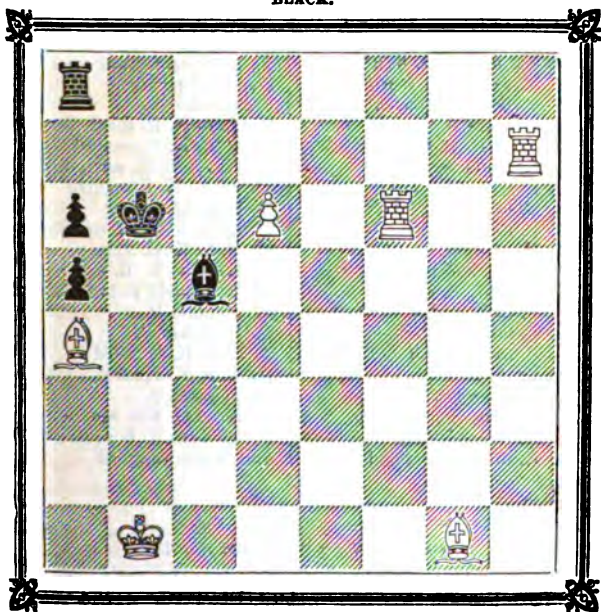
No. 22.

DECEMBER 13, 1861.

Price 2d.

PROBLEM No. XXII, BY H. TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

GAME PLAYED BETWEEN MR. HORWITZ AND MR. L. M.; THE FORMER GIVING THE ODDS OF THE QUEEN'S ROOK, WHICH MUST BE REMOVED.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to K. B. square
5. Kt. to K. B. third
6. P. to K. R. fourth
7. Kt. to K. square
8. P. to Q. fourth
9. P. takes P.
10. Kt. takes P.
11. B. to K. second
12. B. to K. third
13. B. to K. B. second
14. B. to K. Kts. square
15. R. takes Q. B.
16. Kt. to K. Kts. fifth
17. B. to K. Kts. fourth
18. B. takes Q. (check)
19. P. takes B.
20. Q. to K. R. fifth
21. Kt. to Q. second
22. P. takes R. P.
23. P. to Q. B. third
24. B. to K. third
25. Kt. to K. B. third
26. Kt. to K. Kts. fifth
27. P. to K. R. seventh
28. P. to K. fifth
29. P. takes P.
30. B. to Q. fourth
31. Kt. to K. sixth
32. B. takes Kt.
33. Q. takes P.
34. Kt. takes B. P.
35. K. to K. Kt. second

WHITE. (MR. L. M.)

1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. P. to K. Kts. fourth
 5. Q. to K. R. fourth
 6. P. to K. Kts. fifth
 7. P. to Q. third
 8. P. to K. B. sixth
 9. P. takes P.
 10. B. to K. Kts. fifth
 11. Kt. to Q. B. third
 12. B. to K. R. third
 13. Castles
 14. B. to K. B. fifth
 15. Q. takes R.
 16. Q. to Q. second
 17. B. takes Kt.
 18. R. takes B.
 19. P. to K. R. third
 20. R. to K. R. second
 21. K. Kt. to K. second
 22. Kt. to K. Kts. third
 23. R. to Q. square
 24. Q. R. to K. R. square
 25. R. to K. B. square
 26. K. R. to K. R. square
 27. Kt. from Q. B. 3rd to K. 2nd
 28. P. takes P.
 29. Kt. takes P.
 30. P. to K. B. third
 31. R. to K. square
 32. P. takes R.
 33. K. to Q. Kts. square
 34. Q. R. to K. B. square (ch.)
- And White resigned.

SOLUTION TO PROBLEM No. XXI.

WHITE.

1. B. to K. sixth
2. R. to K. R. eighth
3. R. to Q. R. eighth
4. B. mates

BLACK.

1. K. to Q. Kt. second
2. K. anywhere
3. K. takes Kt. or moves

GAME PLAYED BETWEEN MR. HORWITZ AND MR. L. M.; THE FORMER GIVING THE ODDS OF THE QUEEN'S ROOK, WHICH MUST BE REMOVED.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. B. fourth
5. B. to Q. B. fourth
6. Q. takes P.
7. P. to Q. fourth
8. P. to Q. B. third
9. P. to K. Kts. third
10. B. to Q. third
11. Castles
12. B. takes B.
13. Q. to K. R. fifth
14. Q. takes Q. Kt.
15. Q. to Q. R. fourth (check)
16. Q. to Q. B. second
17. Q. takes Q.

BLACK. (MR. L. M.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kts. fourth
4. P. to K. Kts. fifth
5. P. takes Kt.
6. B. to K. R. third
7. Kt. to Q. B. third
8. P. to Q. third
9. Kt. to Q. R. fourth
10. P. takes P.
11. Q. to K. second
12. Kt. takes B.
13. Kt. to K. Kts. fifth
14. Q. takes R. P.
15. B. to Q. second
16. Q. to K. R. seventh (ch.)
17. P. takes Q. (check)

And White resigned.

GAME BETWEEN MR. PERIGAL AND MR. W.; THE FORMER GIVING THE ODDS OF Q. KT., WHICH MUST BE REMOVED.

WHITE. (MR. P.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kts. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. to Q. fifth
9. P. takes Kt.
10. Q. to Q. third
11. P. takes Kts. P.
12. Kt. takes P.
13. P. to K. B. fourth
14. K. to R. square
15. B. to Q. Kts. second
16. P. to Q. B. fourth
17. R. to K. B. third
18. Q. to Q. fifth (check)
19. Kt. to Kts. sixth (check)
20. R. to K. R. third, mate.

BLACK. (MR. W.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Kts. P.
5. B. to Q. R. fourth
6. Kt. to K. B. third
7. Kt. takes K. P.
8. Kt. to Q. third
9. Kt. takes B.
10. Kt. to Q. third
11. Q. B. takes P.
12. Castles
13. B. to Q. Kts. third (check)
14. P. to Q. R. fourth
15. B. to Q. R. third
16. R. to Q. Kt. square
17. P. to K. B. third
18. K. to R. square
19. P. takes Kt.

GAME PLAYED BETWEEN MR. HORWITZ AND MR. L. M.; THE FORMER GIVING THE ODDS OF THE QUEEN'S ROOK, WHICH MUST BE REMOVED.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to K. B. square
5. Kt. to K. B. third
6. P. to K. R. fourth
7. Kt. to K. square
8. P. to Q. fourth
9. P. takes P.
10. Kt. takes P.
11. B. to K. second
12. B. to K. third
13. B. to K. B. second
14. R. to K. Kts. square
15. R. takes Q. B.
16. Kt. to K. Kts. fifth
17. B. to K. Kts. fourth
18. B. takes Q. (check)
19. P. takes B.
20. Q. to K. B. fifth
21. Kt. to Q. second
22. P. takes R. P.
23. P. to Q. B. third
24. B. to K. third
25. Kt. to K. B. third
26. Kt. to K. Kts. fifth
27. P. to K. B. seventh
28. P. to K. fifth
29. P. takes P.
30. B. to Q. fourth
31. Kt. to K. sixth
32. B. takes Kt.
33. Q. takes P.
34. Kt. takes B. P.
35. K. to K. Kt. second

WHITE. (MR. L. M.)

1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. P. to K. Kts. fourth
 5. Q. to K. R. fourth
 6. P. to K. Kts. fifth
 7. P. to Q. third
 8. P. to K. B. sixth
 9. P. takes P.
 10. B. to K. Kts. fifth
 11. Kt. to Q. B. third
 12. B. to K. B. third
 13. Castles
 14. B. to K. B. fifth
 15. Q. takes R.
 16. Q. to Q. second
 17. B. takes Kt.
 18. R. takes B.
 19. P. to K. R. third
 20. R. to K. R. second
 21. K. Kt. to K. second
 22. Kt. to K. Kts. third
 23. R. to Q. square
 24. Q. R. to K. R. square
 25. R. to K. B. square
 26. K. R. to K. R. square
 27. Kt. from Q. B. 3rd to K. 2nd
 28. P. takes P.
 29. Kt. takes P.
 30. P. to K. B. third
 31. B. to K. square
 32. P. takes B.
 33. K. to Q. Kts. square
 34. Q. R. to K. B. square (ch.)
- And White resigned.

SOLUTION TO PROBLEM No. XXI.

WHITE.

1. B. to K. sixth
2. R. to K. R. eighth
3. R. to Q. R. eighth
4. B. mates

BLACK.

1. K. to Q. Kt. second
2. K. anywhere
3. K. takes Kt. or moves

GAME PLAYED BETWEEN MR. HORWITZ AND MR. L. M.; THE FORMER GIVING THE ODDS OF THE QUEEN'S ROOK, WHICH MUST BE REMOVED.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. B. to Q. B. fourth
6. Q. takes P.
7. P. to Q. fourth
8. P. to Q. B. third
9. P. to K. Kts. third
10. B. to Q. third
11. Castles
12. B. takes B.
13. Q. to K. R. fifth
14. Q. takes Q. Kt.
15. Q. to Q. R. fourth (check)
16. Q. to Q. B. second
17. Q. takes Q.

BLACK. (MR. L. M.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kts. fourth
4. P. to K. Kts. fifth
5. P. takes Kt.
6. B. to K. R. third
7. Kt. to Q. B. third
8. P. to Q. third
9. Kt. to Q. R. fourth
10. P. takes P.
11. Q. to K. second
12. Kt. takes B.
13. Kt. to K. Kts. fifth
14. Q. takes R. P.
15. B. to Q. second
16. Q. to K. R. seventh (ch.)
17. P. takes Q. (check)

And White resigned.

GAME BETWEEN MR. PERIGAL AND MR. W.; THE FORMER GIVING THE ODDS OF Q. KT., WHICH MUST BE REMOVED.

WHITE. (MR. P.)

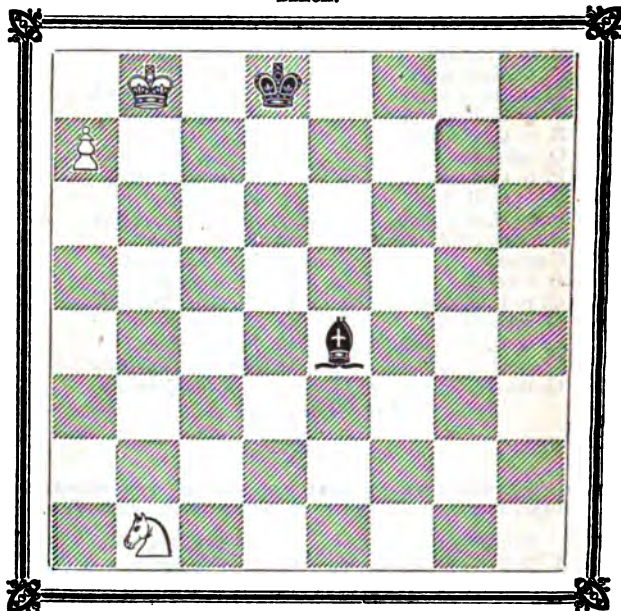
1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kts. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. to Q. fifth
9. P. takes Kt.
10. Q. to Q. third
11. P. takes Kts. P.
12. Kt. takes P.
13. P. to K. B. fourth
14. K. to R. square
15. B. to Q. Kts. second
16. P. to Q. B. fourth
17. B. to K. B. third
18. Q. to Q. fifth (check)
19. Kt. to Kts. sixth (check)
20. R. to K. R. third, mate.

BLACK. (MR. W.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Kts. P.
5. B. to Q. R. fourth
6. Kt. to K. B. third
7. Kt. takes K. P.
8. Kt. to Q. third
9. Kt. takes B.
10. Kt. to Q. third
11. Q. B. takes P.
12. Castles
13. B. to Q. Kts. third (check)
14. P. to Q. B. fourth
15. B. to Q. B. third
16. R. to Q. Kt. square
17. P. to K. B. third
18. K. to R. square
19. P. takes Kt.

CHESS STUDY BY THE AUTHORS, No. XLIII.

BLACK.



WHITE.

White can only draw.

SOLUTION TO CHESS STUDY, No. XLI.

WHITE.

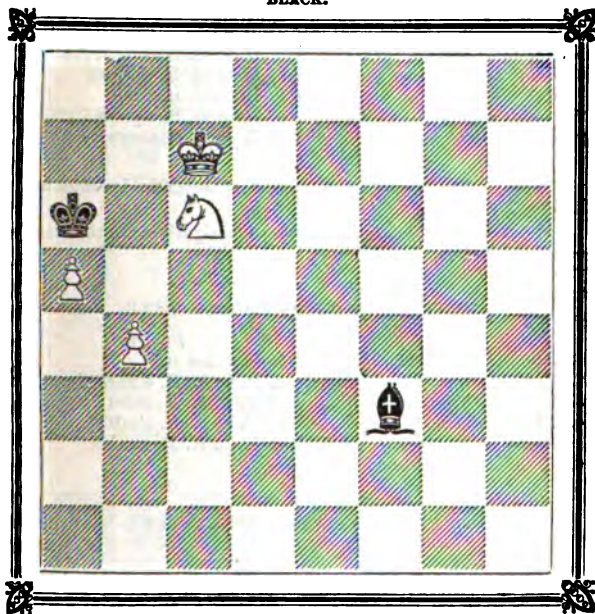
1. R. to Q. B. square (check)
2. Kt. to Q. B. second (check)
3. Kt. to Q. Kts. fourth (check)
4. K. to Q. square
5. R. to Q. fourth
6. R. to Q. third
7. R. takes R. (check)
8. R. to Q. Kts. third (check)
9. K. to Q. B. square, and gives mate in a few moves.

BLACK.

1. R. to Q. Kts. eighth
2. K. to Q. R. seventh (a)
3. K. to Q. R. eighth (best)
4. R. to Q. R. fifth or (A)
5. R. to Q. R. square (b)
6. K. to Q. Kts. seventh
7. K. takes R.
8. K. to Q. R. eighth

CHESS STUDY BY THE AUTHORS, No. XLIV.

BLACK.



WHITE.

White, moving first, wins.

VARIATION A.

WHITE.

- 4.
5. K. takes R.
6. Kt. to Q. B. second (check)
7. R. to Q. third
8. R. to Q. B. third
9. Kt. to Q. Kts. fourth (ch.)
10. R. to Q. Kts. third, and wins as before.

BLACK.

4. R. takes R. (check)
5. R. to Q. R. 2nd (bad) or (B)
6. K. to Q. R. seventh
7. R. to Q. R. fifth
8. R. to Q. R. second
9. K. to Q. R. eighth

VARIATION B.

(The only defence to draw the game.)

WHITE.

- 5.
6. Kt. to Q. B. second (check)
7. R. to Q. third
8. R. to Q. fourth
9. R. to Q. Kts. fourth

BLACK.

5. R. to Q. B. square (check)
6. K. to Q. R. seventh
7. R. to Q. B. sixth
8. R. to Q. B. square
9. R. to Q. Kts. square

And draws.

(a) Were Black to play K. to Q. Kts. seventh, he must lose Rook for Knight.

(b) Black, by moving the King to Knight's seventh, would lose a clear Rook.

SOLUTION TO CHESS STUDY No. XLII.

WHITE.

1. R. takes R. (check)
2. K. to K. B. seventh
3. R. to K. B. fifth
4. Kt. to K. B. sixth
5. Kt. to K. Kt. eighth (check)
6. R. to K. Kt. fifth, and wins easily.

BLACK.

1. K. takes R.
2. R. to K. R. eighth (best)
3. K. to K. R. third
4. R. to K. R. sixth
5. K. to K. R. second

LETTERS TO THE EDITORS ON NOTATION.—No. II.

Nov., 1851.

Gentlemen,—Having bestowed considerable attention on M. Kieseritzky's new notation, I have taken the liberty of offering a few remarks on the subject in question.

I think it a clear and simple method of describing the moves, but am of opinion that the mention of the *pieces and one square* (as in the positions) preferable to that of the two squares. For instance, I think P. 45 better than 25 to 45 for describing P. to K. fourth.

I think this because a mistake could easily be rectified, and for the reason that it appears neater and more concise. I do not see wherefore it is necessary to mention the names of pieces in the old notation: K. 2 to K. 4 would answer as well as P. to K. 4. I would also suggest, to render the notation universal, that the first letters of the alphabet signify the pieces, as A. for K., B. for Q., C. for K. R., &c.; and that the German method of denoting castling (o—o) be adopted. In some cases in M. Kieseritzky's method, the pieces *must be named*, as P. to Q. 8 becoming a Kt., &c.

But as it is improbable that the idea of an unknown chess amateur will be preferred to that of our first players, I am simply contented with making my statement, and sinking into oblivion, highly honoured, indeed, if Messrs. Kling and Horwitz think my letter worthy of remark.

With many wishes for the permanent success of the CHESS PLAYER, I beg to subscribe myself,

Gentlemen,

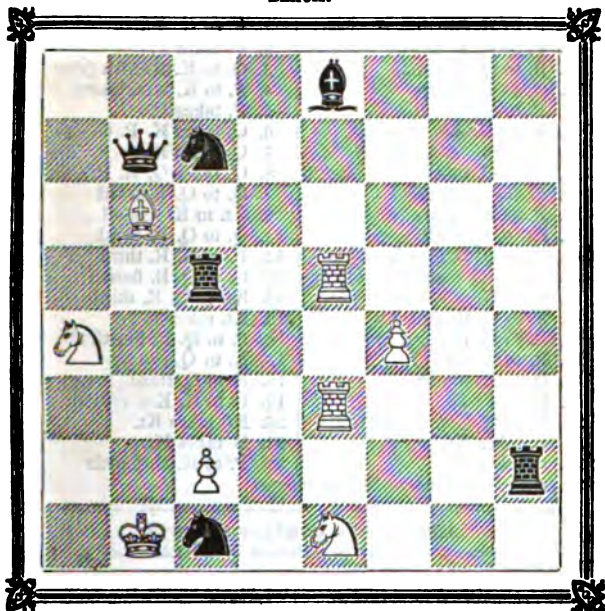
Your most obedient servant,

FRED. R. OF B.

P.S.—I think the old notation might be improved and simplified by totally excluding Black's numbers. White's would answer for all.

ENIGMA No. XXII, BY MR. HILLES.

BLACK.



WHITE.

SOLUTION TO ENIGMA No. XXI.

WHITE.

1. R. to K. B. sixth (check)
2. R. to K. Kt. sixth (check)
3. Q. to K. fifth
4. Queen or Rook mates.

BLACK.

1. K. moves
2. K. takes Kt.
3. Any move

Compelling mate.

WHITE.

1. R. to K. B. sixth (check) 1. K. moves
2. Q. to K. B. seventh (check) 2. Kt. takes Queen
3. R. to K. Kt. sixth (check) 3. K. takes Kt.
4. R. to K. Kt. seventh (check), and mate is forced.

BLACK.

1. K. moves
2. Kt. takes Queen
3. K. takes Kt.

GAME BETWEEN MR. BIRD AND MR. BAINES; THE FORMER
GIVING THE ODDS OF Q. R., WHICH MUST BE REMOVED.

WHITE. (MR. BIRD.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. P. to K. Kts. third
6. K. to K. Kts. second
7. Kt. to K. B. third
8. P. to Q. third
9. Kt. to Q. B. third
10. R. to K. square (check)
11. Kt. to Q. fifth
12. P. to Q. B. fourth
13. Kt. to Q. fourth
14. Q. to K. Kts. fourth
15. P. to Q. Kts. fourth
16. B. to Q. R. third
17. R. to K. fifth
18. Q. to K. fourth
19. R. takes Kt.
20. B. to Q. Kts. second
21. P. takes Kt.
22. B. takes B.
23. And White mated in four moves.

BLACK. (MR. B.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kts. fourth
5. P. takes P.
6. Q. takes K. P. (check)
7. Q. takes B.
8. Q. takes Q. R. P.
9. Q. to Q. R. third
10. Kt. to K. second
11. Q. to Q. B. third
12. P. to K. R. third
13. Q. to Q. B. fourth
14. Kt. to Q. R. third
15. Kt. takes P.
16. P. to Q. R. fourth
17. K. to Q. square
18. P. to Q. third
19. B. to K. Kts. second
20. Kt. takes Kt.
21. B. takes Kt.
22. P. to K. B. fourth

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 19, Strand.

R. D.—We cannot find one problem out of the budget sent of sufficient merit to publish. Want of time will not serve as an excuse to our subscribers.

W. B.—Good games will be very acceptable. Forward those you speak of for examination.

GRECO.—We hear Mr. Staunton has offered to play another match with Mr. Williams, giving three games out of seven, for a larger stake, providing each player be limited to half an hour in making his move.

G. G. HOWDEN and a member of the City-road Chess Club received, and under examination.

C. R.—Look at the Laws of Chess; every player should possess them, so as to settle disputes at the time.

G. A.—Mr. Seen has justly the reputation of being a very fine Pawn player.

B.—We do not like to give an opinion as to the strength of various players; so much depends on the state of the health that the weaker will sometimes bear off the palm of victory where on another trial success would be certain on the other side.

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THE
CHess PLAYER.

EDITED BY

Kling and Horwitz.

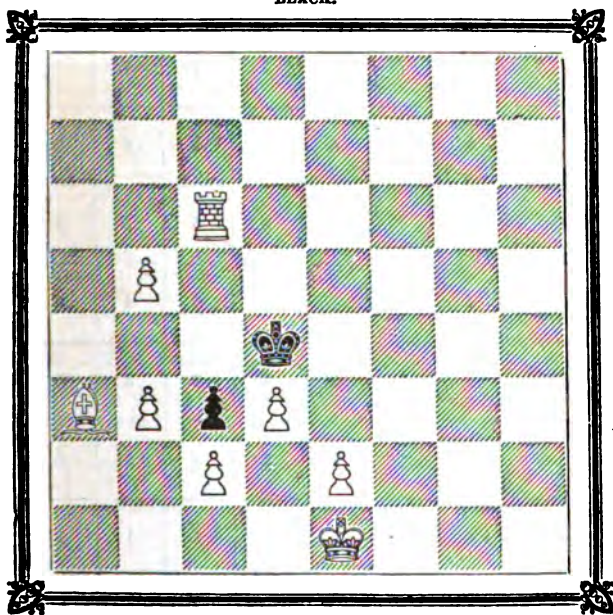
No. 28.

DECEMBER 20, 1881.

Price 2d.

PROBLEM No. XXIII, BY PUNCHINELLO.

BLACK.



WHITE.

White mates in four moves.

ON NOTATION.

Our subscribers, in giving their opinions on a new notation, are requested to bear in mind that the great object sought for is an *universal* notation, the simpler the better. The following plan is equally as simple as the one already inserted in our periodical. We doubt not that both may be improved; and as railroads and their effects were unknown until put into operation, so with a new notation—it requires to be put into practice before we can find the results. It is not for us to decide, but to promote its development.

THE GERMAN NOTATION.

BLACK.

8	8	8	8	8	8	8	8
7	7	7	7	7	7	7	7
6	6	6	6	6	6	6	6
5	5	5	5	5	5	5	5
4	4	4	4	4	4	4	4
3	3	3	3	3	3	3	3
2	2	2	2	2	2	2	2
1	1	1	1	1	1	1	1
A	B	C	D	E	F	G	H

WHITE.

We annex the following game for young players, as a specimen in the above notation:—

WHITE.

1. E 2 E 4
2. F 1 C 4
3. D 1 F 3
4. D 2 D 4
5. C 1 H 6
6. F 3 F 7, mate.

BLACK.

1. E 7 E 5
2. F 8 C 5
3. G 8 H 6
4. E 5 D 4
5. G 7 H 6

GAME BETWEEN MR. HORWITZ AND A MEMBER OF PARLIAMENT; THE FORMER GIVING K. KT, WHICH MUST BE REMOVED.

WHITE. (MR. H.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. third
4. P. takes P.
5. Castles
6. P. to K. B. fourth
7. B. takes Kt.
8. B. takes P.
9. K. to K. R. square
10. B. to Q. B. third
11. Q. to K. R. fifth (check)
12. Q. to Q. Kts. fifth
13. R. to K. square
14. B. takes P.
15. B. takes B.
16. Q. takes Kt. P.
17. Kt. to Q. B. third
18. Kt. to K. fourth
19. Kt. to K. Kt. fifth
20. Q. to Q. Kt. third
21. R. to K. B. square (check)
22. Q. to Q. B. fourth
23. R. to K. B. seventh
24. R. takes R.
25. R. to K. square
26. R. takes R. P.
27. P. to K. Kt. fourth
28. Q. to Q. fourth

BLACK. (M.P.)

1. P. to K. fourth
 2. Kt. to K. B. third
 3. P. to Q. fourth
 4. Kt. takes P.
 5. B. to K. third
 6. Kt. takes P.
 7. B. takes B.
 8. B. to K. third
 9. Kt. to Q. B. third
 10. P. to K. B. third
 11. P. to K. Kt. third
 12. B. to K. second
 13. B. to Q. second
 14. R. to K. B. square
 15. Kt. takes B.
 16. R. to K. B. second
 17. P. to Q. B. third
 18. K. to K. B. square
 19. R. to K. Kt. second
 20. R. to Q. Kt. square
 21. K. to K. square
 22. R. to Q. Kt. fourth
 23. R. takes Kt.
 24. R. to K. B. fourth
 25. K. to K. B. square
 26. Kt. to K. Kts. square
 27. R. to K. B. third
- And Black resigned.

SOLUTION TO PROBLEM No. XXII.

WHITE.

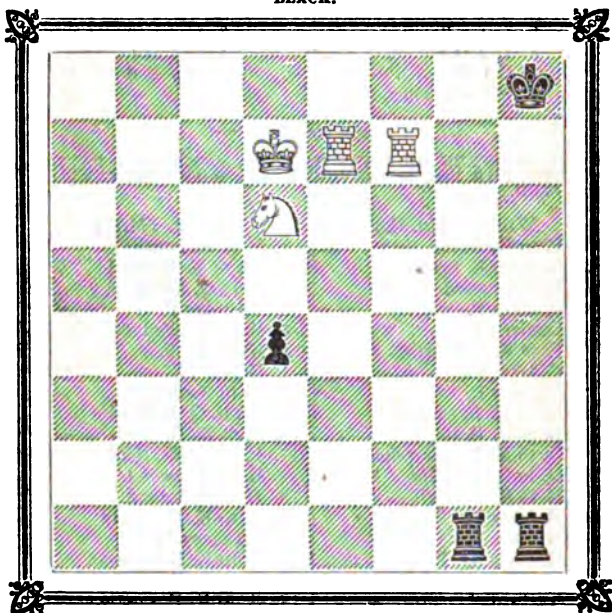
1. R. to K. B. second
2. R. to Q. B. seventh
3. Rook mates.

BLACK.

1. B. to Q. fifth or K. sixth
2. Anything

CHESS STUDY BY THE AUTHORS, No. XLV.

BLACK.



WHITE.

White moves first and wins.

Our readers will find this position in the preceding number given as drawn; but, in this instance, Black must lose with the additional Pawn.

SOLUTION TO CHESS STUDY, No. XLIII.

WHITE.

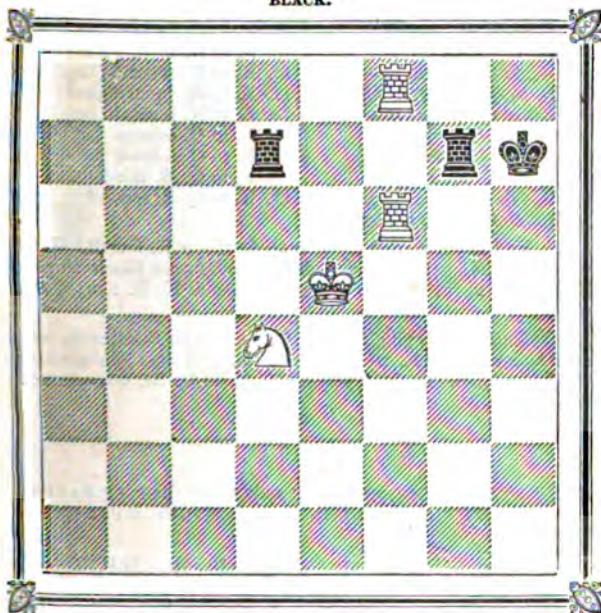
1. Kt. to Q. B. third
2. Kt. to Q. R. fourth
3. Kt. to Q. B. fifth
4. Kt. to Q. Kt. seventh (check)
5. K. takes B. (a)

BLACK.

1. B. to Q. R. square
2. B. to K. Kt. seventh
3. B. to Q. R. square
4. K. to Q. second
5. K. to Q. B. square, and draws.

CHESS STUDY BY THE AUTHORS, No. XLVI.

BLACK.



WHITE.

White having the first move can win.

(a) White cannot gain a move if Black plays correctly; but White can win, as it is shown in Chess Study No. XLIV., when White King can command the two squares Q. Kt. sixth and Q. B. seventh.

SOLUTION TO CHESS STUDY No. XLIV.

WHITE.

1. Kt. to Q. Kt. eighth (check)
2. P. to Q. R. sixth
3. P. to Q. R. seventh
4. K. to Q. Kt. sixth
5. Kt. to Q. R. sixth
6. Kt. to Q. B. seventh

BLACK.

1. K. to Q. Kt. fourth (best)
2. B. to Q. R. square (best)
3. K. takes Pawn
4. K. to Q. B. fifth (best)
5. K. to Q. fifth
6. B. to K. Kt. seventh

WHITE.

7. Kt. to K. sixth (check)
8. Kt. to Q. eighth
9. K. to Q. B. seventh
10. Kt. to Q. Kt. seventh
11. Kt. to Q. R. fifth
12. K. to Q. B. eighth
13. Kt. to Q. B. fourth
14. K. to Q. Kt. eighth
15. Kt. to Q. R. fifth
16. Kt. to Q. Kt. seventh
17. K. takes B.
18. Kt. to Q. sixth, and wins.

BLACK.

7. K. to Q. B. 5th or K. 4th
8. B. to Q. R. square
9. K. to Q. fourth (best)
10. K. to K. third (best)
11. K. to K. second (best) (a)
12. K. to K. square (best) (b)
13. K. to K. second (best)
14. K. to Q. square
15. K. to Q. second
16. K. to Q. B. third
17. K. to Q. B. second

(a) Had Black played King to Q. fourth or K. fourth, White would play King to Q. Kt. eighth, which forces Black to play King to Q. third, then White gives check at K. B. fourth, and wins.

(b) Black, by playing King to Q. third or K. third, must lose, as White will play K. to Q. Kt. eighth, and then White either checks on Q. B. fourth or plays Knight to Q. Kt. seventh, and will win easily.

GAME BETWEEN MR. HORWITZ AND A MEMBER OF PARLIAMENT; THE FORMER GIVING Q. KT., WHICH MUST BE REMOVED.

WHITE. (MR. H.)

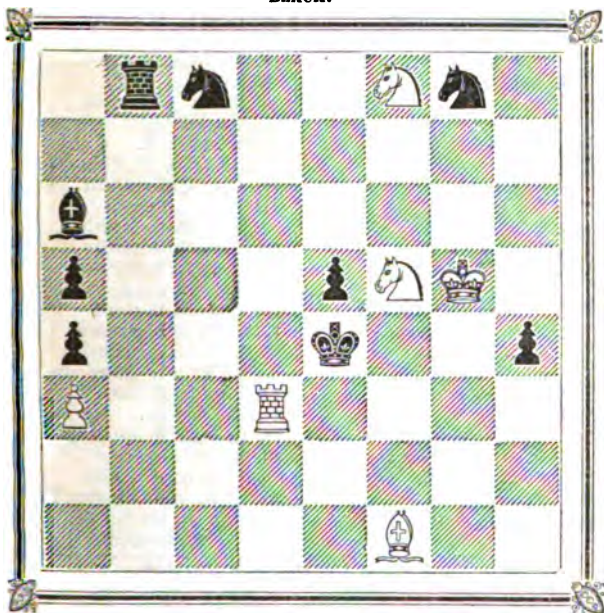
1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to K. B. square
5. Kt. to K. B. third
6. P. to K. R. fourth
7. Kt. to K. Kts. fifth
8. P. to Q. fourth
9. Kt. to K. R. third
10. Kt. to K. B. second
11. P. to K. Kt. third
12. Kt. to Q. third
13. Kt. takes P.
14. K. to K. Kt. second
15. Kt. to Q. fifth
16. B. to K. third
17. R. takes K. R. P.
18. R. takes Kt.
19. K. to Kts. square

BLACK. (M.P.)

1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. P. to K. Kts. fourth
 5. Q. to K. R. fourth
 6. P. to K. Kt. fifth
 7. Kt. to K. R. third
 8. P. to K. B. third
 9. Q. takes K. R. P.
 10. Q. to K. Kt. fourth
 11. B. to Q. third
 12. Kt. to Q. B. third
 13. Q. to K. Kt. second
 14. P. to Q. Kt. third
 15. Kt. to K. B. second
 16. R. to K. Kt. square
 17. Q. to K. Kt. third
 18. Q. takes P. (check)
- And Black resigned.

ENIGMA No. XXIII, BY H. E. KIDSON (York).

BLACK.



WHITE.

White playing first to mate in four moves.

SOLUTION TO ENIGMA No. XXII.

WHITE.

BLACK.

- | | |
|-------------------------------------|-------------|
| 1. Kt. to Q. Kt. second | 1. Any move |
| 2. Kt. Pawn, Rook, or Bishop mates. | |

A chess club has recently been organised at Birmingham, under the presidency of J. Carr, Esq.; the meetings are on alternate Thursdays. Mr. C. T. Saunders is the Hon. Sec.

GAME BETWEEN MR. HORWITZ AND MR. R.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to Q. B. third
5. B. to K. second
6. Q. to Q. R. fourth (check)
7. Q. takes K. Kt.
8. P. takes P.
9. P. to Q. fourth
10. Q. takes Kt.
11. Castles
12. B. to Q. third
13. B. to K. B. fourth
14. Q. to K. Kt. third
15. Kt. to Q. second
16. Q. R. to K. square
17. Kt. to K. B. third
18. B. to K. fifth
19. Kt. to K. Kt. fifth
20. Q. to K. B. fourth
21. Kt. takes B.
22. R. to K. third
23. R. to K. Kt. third
24. K. B. takes P.
25. B. to Q. sixth
26. B. to K. sixth
27. B. takes K. R.

WHITE. (MR. R.)

1. P. to K. fourth
 2. B. to Q. B. fourth
 3. P. to Q. third
 4. Kt. to K. B. third
 5. Kt. takes K. P.
 6. Kt. to Q. B. third
 7. Castles
 8. Kt. takes P.
 9. Kt. takes Kt. (check)
 10. B. to Q. Kt. third
 11. P. to Q. fourth
 12. P. to K. B. fourth
 13. P. to Q. B. third
 14. R. to K. B. second
 15. B. to K. third
 16. Q. to K. B. third
 17. Q. R. to K. square
 18. Q. to K. Kt. third
 19. K. R. to K. B. square
 20. P. to K. R. third
 21. R. takes Kt.
 22. Q. to K. R. second
 23. R. to K. second
 24. Q. to K. R. square
 25. Q. R. to K. B. second
 26. P. to K. Kt. fourth
- And White resigned.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

Thanks to Messrs. Williams, Bird, Smith, &c., for their kind contributions.

R. G.—Your position is ingenious, but not quite up to the mark for a chess study.

ALPHA.—The consultation game, we consider, is well played, and of great interest. We shall give the moves occasionally.

T. W.—We have not yet received any of the match games between Mr. Andersen and Von der Laza. As soon as possible we shall give them in the *CHESS PLAYER*.

MR. TOMLINSON's communication is received, and under examination.

MR. H. KNAGGS.—Your beautiful little stratagem shall appear shortly.

MR. JUTZ.—We feel honoured by your kind note, and thank you for the games, which shall be immediately examined.

MR. TURTON is thanked for his neat problem.

Both Mr. T. and R. M. are correct respecting Mr. Kydson's problem—a Black Pawn on K. R. fifth is omitted.

Several communications are received, but too late for acknowledgment this week.

LONDON:

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N 264

THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

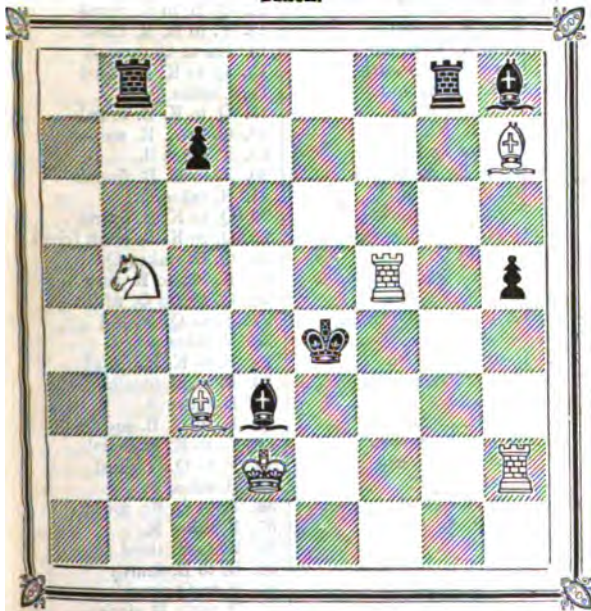
No. 24.

DECEMBER 27, 1881.

Price 2d.

PROBLEM No. XXIV., BY H. TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

[We leave it to our readers to decide the merit of this fine problem.]

**TWO GAMES PLAYED AT THE DUNDIE CHESS CLUB
BETWEEN MR. G. B. FRASER AND MR. BAXTER.**

BLACK. (MR. G. B. F.)

1. P. to K. fourth
2. K.Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. Q. Kt. to B. third
10. P. to K. fifth
11. Q. B. to R. third
12. Kt. takes K. P.
13. R. to K. square
14. K. to K. R. square
15. Q. to K. Kt. fourth
16. Q. Kt. to K. fourth
17. Q. to Q. square
18. P. to K. Kt. fourth
19. B. takes Q. B.
20. Kt. to K. B. seventh
21. Kt. takes K. R.
22. P. to K. Kt. fifth
23. Q. R. to Q. B. square
24. Q. takes Q.
25. R. to K. second
26. K. to K. Kt. second
27. Kt. to Q. sixth (check)
28. R. takes Kt.
29. R. to K.'s fourth
30. B. to Q. Kt. second
31. B. takes Kt.
32. P. to K. B. fourth
33. Q. R. to Q. square
34. P. to K. R. fourth
35. P. takes K. P.
36. R. to Q. second
37. R. to K. B. second
38. K. takes R.
39. P. to Q. R. fourth
40. K. to B. third
41. R. to Q. Kt. fourth
42. R. to K. B. fourth (check)
43. R. to K. B. sixth, and, after a few more moves, White surrendered.

WHITE. (MR. B.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. B. fourth
6. P. takes P.
7. P. to Q. third
8. B. to Q. Kt. third
9. K. Kt. to B. third
10. P. takes P.
11. Kt. takes Q. P.
12. Q. B. to K. third
13. P. to K. R. third
14. Kt. to Q. second
15. Q. to K. B. third
16. Castles Q. R.
17. Q. to K. B. fourth
18. Q. to K. R. second
19. P. takes B.
20. P. to K. R. fourth
21. R. takes Kt.
22. Q. to K. B. fourth
23. Q. to K. B. sixth (check)
24. Q. Kt. takes Q.
25. K. Kt. to K. fifth
26. Q. Kt. to Q. fifth
27. K. to Q. second
28. P. takes Kt.
29. P. to K. Kt. third
30. P. to K. fourth
31. B. takes B.
32. R. to K. B. square
33. R. to K. B. fourth
34. P. to Q. R. third
35. B. takes P.
36. P. to Q. Kt. fourth
37. R. takes R.
38. K. to K. third
39. K. to B. fourth
40. P. to Q. fourth
41. B. to Q. B. sixth
42. K. to K. fourth

MR. G. B. FRASER GIVES Q. Kt. TO MR. C. BAXTER.

(Remove White's Q. Kt. from the board.)

WHITE. (MR. G. B. F.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. takes P.
4. Q. to her square
5. B. to Q. third
6. P. to K. B. fourth
7. B. to Q. second
8. P. to Q. B. third
9. Q. to K. second
10. P. to K. Kt. fourth
11. Kt. to K. B. third
12. P. to K. B. fourth
13. Kt.'s P. takes P.
14. B. to Q. B. fourth (check)
15. Kt. to Kt. fifth (check)

BLACK. (MR. C. B.)

1. P. to Q. B. fourth
2. P. takes P.
3. Q. Kt. to B. third
4. P. to K. third
5. K. Kt. to K. second
6. P. to K. Kt. third
7. B. to K. Kt. second
8. P. to Q. R. third
9. Castles
10. P. to Q. third (a)
11. P. to K. B. third
12. P. to K. B. fourth
13. K. P. takes P.
14. K. to B. second
15. R. P. takes Kt.

White forces mate in five moves.

(a) This move, as well as some others, are very weak on the part of Black.

GAME BETWEEN MR. HORWITZ AND MR. J. C.; THE FORMER GIVING Q. R., WHICH MUST BE REMOVED.**WHITE. (MR. H.)**

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. Q. to Q. Kts. third
10. Kt. to K. Kts. fifth
11. P. to K. fifth
12. P. to Q. fifth
13. Q. takes Q. Kts. P.
14. Q. takes R. P.
15. Q. to Q. B. sixth
16. Kt. to K. sixth
17. Kt. takes Kt.
18. B. to Q. Kts. fifth
19. P. takes P.
20. P. to Q. B. seventh (check)
21. B. to Q. B. fourth (check)
22. B. to K. sixth

BLACK. (MR. J. C.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Kts. P.
5. B. to Q. R. fourth
6. P. to Q. third
7. P. takes P.
8. B. to K. Kts. fifth
9. Q. to Q. second
10. B. to K. R. fourth
11. P. takes P.
12. Kt. to Q. fifth
13. R. to Q. square
14. B. to Q. Kts. third
15. P. to K. B. third
16. R. to Q. B. square
17. B. takes Kt.
18. P. to Q. B. third
19. Q. to K. B. fourth
20. K. to K. B. second
21. K. to K. square
22. Q. takes Kt.

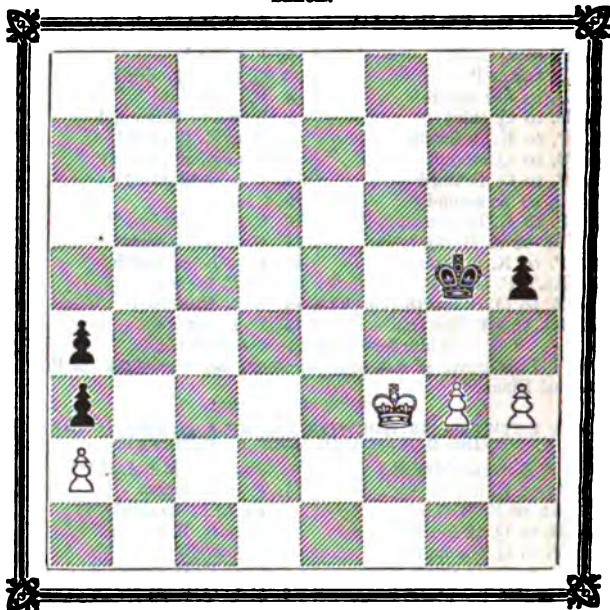
And White mates in four moves.

Handwritten notes on the right side of the page:

1 P. to Q. B. fourth
 2 P. takes P.
 3 Q. Kt. to B. third
 4 P. to K. third
 5 K. Kt. to K. second
 6 P. to K. Kt. third
 7 B. to K. Kt. second
 8 P. to Q. R. third
 9 Castles
 10 P. to Q. third (a)
 11 P. to K. B. third
 12 P. to K. B. fourth
 13 K. P. takes P.
 14 K. to B. second
 15 R. P. takes Kt.

CHESS STUDY BY THE AUTHORS, No. XLVII.

BLACK.



WHITE.

White must win, even without the move.

SOLUTION TO CHESS STUDY, No. XLV.

WHITE.

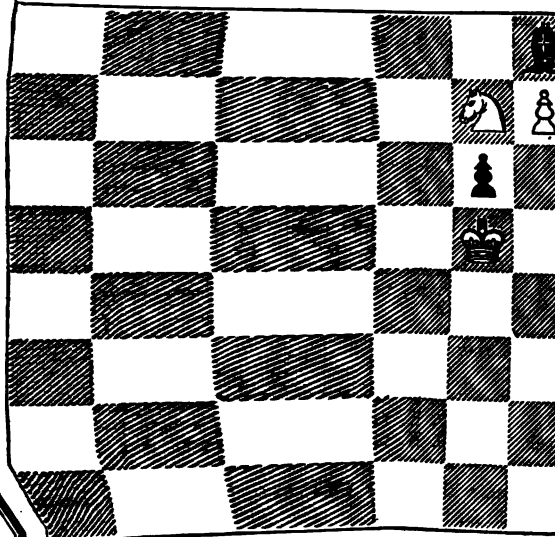
1. R. to K. B. eighth (check)
2. Kt. to K. B. seventh (check)
3. Kt. to K. Kt. fifth (check)
4. K. to K. eighth
5. R. to K. sixth
6. R. takes R. (check)
7. R. to K. Kt. sixth (check)
8. K. to K. B. eighth, and wins.

BLACK.

1. R. covers
2. K. to K. R. second (best)
3. K. to K. R. square (best)
4. P. to Q. sixth or (A)
5. P. to Q. seventh
6. K. takes R.
7. K. to K. R. square

THE CHESS PLAYER.
CHESS STUDY BY THE AUTHORS,

BLACK.



WHITE.

White having the move win

VARIATION A.

WHITE.

- | | | | |
|----|--------------------------------------|----|----------|
| 4. | K. takes R. | 4. | R. takes |
| 5. | Kt. to K. B. seventh (check) | 5. | R. to K. |
| 6. | R. to K. sixth | 6. | K. to K. |
| 7. | Kt. to K. Kt. fifth (check) | 7. | R. to K. |
| 8. | R. to K. Kt. sixth, and wins easily. | 8. | K. to K. |

SOLUTION TO CHESS STUDY No. XLVI.

WHITE.

1. R. to K. B. square
2. Kt. to K. B. fifth
3. R. to K. Kt. square (check)
4. R. to K. R. square (check)
5. R. to K. Kt. eighth (check)
6. R. to K. R. second, and wins.

BLACK.

1. K. to K. Kt. third (a) or (A)
2. R. at K. Kt. second to K. B. second (best)
3. K. to K. R. fourth (best)
4. K. to K. Kt. fifth
5. K. to K. B. sixth

VARIATION A.

WHITE.

- 1.
2. Kt. to K. B. fifth
3. K. to K. B. sixth
4. R. to K. B. seventh (check)
5. K. takes R.
6. Kt. to Q. sixth
7. R. to K. Kt. square
8. K. to K. B. eighth, and wins.

BLACK.

1. R. to K. Kt. fourth (check)
2. R. to K. R. fourth
3. R. to Q. R. second (best) (b)
4. R. takes R.
5. K. to K. R. square
6. K. to K. R. second or (B)
7. K. to K. R. square

VARIATION B.

WHITE.

- 6.
7. Kt. to K. eighth
8. Kt. to K. B. sixth (check)
9. R. to K. Kt. square, and wins.

BLACK.

6. R. to K. R. seventh
7. K. to K. R. second (best)
8. K. to K. R. third

(a) If White gives check with either Rook or King second, White wins by playing K. to K. B. sixth.

(b) Were Black to play R. to K. seventh, White would check on K. B. seventh, and win in a few moves.

SOLUTION TO PROBLEM No. XXIII.

WHITE.

1. R. to Q. sixth
2. B. to K. B. fourth
3. P. to Q. Kt. fourth
4. Rook mates.

BLACK.

1. K. to Q. fourth or (A)
2. K. to Q. fifth
3. K. to Q. fourth

VARIATION A.

WHITE.

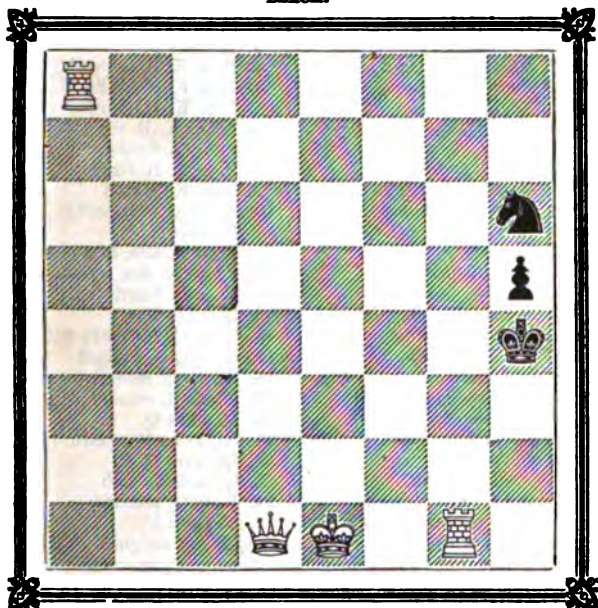
- 1.
2. P. to Q. Kt. fourth
3. B. to K. B. fourth
4. Rook mates.

BLACK.

1. K. to K. sixth
2. K. to Q. fifth
3. K. to Q. fourth

ENIGMA No. XXIV., BY H. KNAGGS.

BLACK.



WHITE.

White mates in two moves.

SOLUTION TO ENIGMA No. XXIII.

WHITE.

1. Kt. to Q. seventh
2. R. to Q. second
3. R. to Q. third
4. Kt. mates.

BLACK.

1. R. to Q. Kt. fourth (best)
2. P. to K. R. sixth or (A)
3. Any move

VARIATION A.

WHITE.

- 2.
3. R. to K. Kt. second (check)
4. Kt. mates.

BLACK.

2. R. to Q. Kt. sixth
3. R. interposes

GAME BETWEEN MR. HORWITZ AND MR. J. C.; THE FORMER
GIVING Q. R, WHICH MUST BE REMOVED.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. takes P.
10. B. to K. B. fourth
11. K. to Q. second
12. Q. takes P.
13. Q. to K. third
14. P. to K. fifth
15. B. takes P.
16. R. takes B.
17. Kt. to Q. B. third
18. Q. to K. fourth
19. B. to K. Kts. fifth
20. Q. takes B.
21. R. takes R. (check)
22. B. takes Kt.
23. B. to Q. B. fifth
24. R. takes Kt. (check)
25. P. to K. fifth (check)
26. R. takes R.

BLACK. (MR. J. C.)

1. P. to K. fourth
 2. P. takes P.
 3. P. to K. Kts. fourth
 4. P. to K. Kts. fifth
 5. P. to K. R. fourth
 6. Kt. to K. R. third
 7. P. to Q. third
 8. P. to K. B. sixth
 9. B. to K. second
 10. B. takes P. (check)
 11. P. takes P.
 12. B. to K. Kts. fifth
 13. Kt. to K. Kts. square
 14. P. to Q. fourth
 15. Q. takes B.
 16. Q. to Q. R. fourth (check)
 17. Q. to Q. Kts. third
 18. Kt. to Q. second
 19. Kt. to K. second
 20. P. takes Q.
 21. Kt. to K. B. square
 22. Q. takes Q. P.
 23. Q. to Q. B. fifth
 24. K. to Q. second
 25. K. takes P.
- And Black resigned.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the Chess Player, 19, Strand.

C. SHEPARD.—We have examined your position; it is ingenious, but not difficult enough for a study.

COLUMBUS.—Heydebrand has published an abbreviation of the celebrated Handbook of Bilguer and Der Lasa.

R. S.—It is very likely that another match, on the same conditions, will be played by Messrs. Staunton and Williams.

H. FRANK.—In Staunton's Handbook you will find Mr. Kling's analysis of Rook and Bishop against Rook.

T. N.—If you wish to improve your chess play, you should practise with stronger players. You would have every facility for so doing by visiting the Philidorian, 19, Strand.

D.—We hear Mr. Williams has a work in the press on odds of all kinds.

W. C.—Mr. Loewenthal, the celebrated Hungarian player, is on a professional tour in the provinces.

T. H.—The present number will complete the first volume of the Chess Player, which may now be had bound.

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THE
CHESS PLAYER.

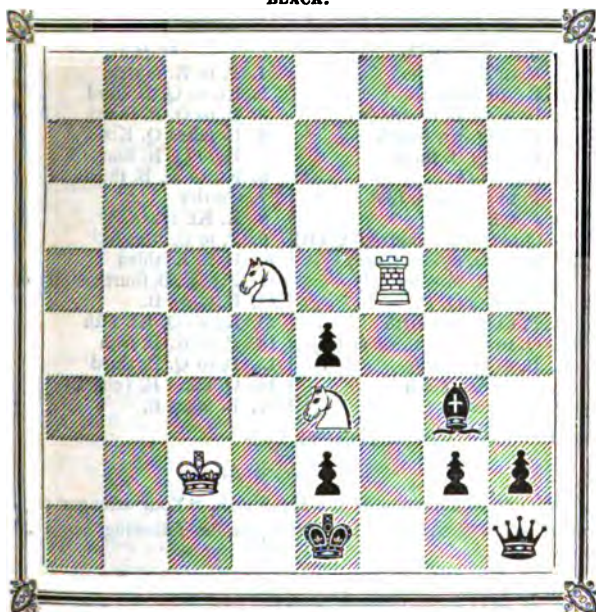
EDITED BY
Kling and Morwitz.

Vol. II—No. 25. JAN. 8, 1882.

Price 2d.

PROBLEM No. XXV., BY W. GRIMSHAW (York).

BLACK.



WHITE.

White playing first to mate in four moves.

ANALYSIS OF THE EVANS' GAMBIT, BY THE REV.
J. H. SWEET.

5, Eastcott-place, Camden Town.

Gentlemen,—Herewith you have the variations promised you by me in the “Evans’ gambit;” and if you can make them worthy of a niche in your periodical, you are welcome to do so, and I shall be happy of the chance of its being published in your CHESS PLAYER.

The “Evans” is, I firmly believe, all but sound; it is assuredly the richest in attack of all gambits.

If there is any part not quite clear in this analysis, I shall be glad to decipher it for you.

With compliments, believe me,

Gentlemen,

Faithfully yours,

JOHN HALE SWEET.

EVANS' GAMBIT.

WHITE.

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth (a)
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles (b)
7. P. to Q. fourth (c)
8. P. takes P.
9. Q. to Q. B. second or (A) (B)
10. R. to Q. square (best)
11. B. to K. third or (C)
12. B. takes Q. P.
13. P. to Q. B. fourth
14. Q. to Q. Kts. third or (E)
15. B. to Q. fourth
16. B. to Kts. sixth
17. Q. takes Q.

BLACK.

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Q. Kts. P.
5. B. to Q. R. fourth
6. Kt. to K. B. third
7. Castles
8. K. Kt. takes P.
9. P. to Q. fourth
10. B. to K. third
11. P. to K. B. fourth or (D) (d)
12. B. takes B.
13. Kt. to Q. Kt. fifth
14. P. to K. B. fifth
15. B. to Q. B. third
16. Q. takes R. (check)
17. B. takes B.

From this point the play may vary.

VARIATION A.

Mr. Staunton says, in the Handbook, “Your strongest play, perhaps, is Q. to Q. third;” thereupon the following moves are probable:—

WHITE.

9. Q. to Q. third
10. Q. to Q. fifth
11. Q. B. to R. third

BLACK.

9. Kt. to Q. B. fourth
10. Kt. to K. third
11. R. to K. square

You may then move K. to R. square or P. to K. Kts. third, and have a good game (attack not particular).

VARIATION B.

WHITE.

9. B. to Q. R. third
10. Q. to Q. B. second
11. Q. Kt. to Q. second

BLACK.

9. P. to Q. third
10. Kt. to Q. B. fourth
11. B. to Q. Kt. third

Defence valid.

VARIATION C.

11. B. takes P.
12. P. to Q. B. fourth
13. Q. to Q. Kts. second
14. Q. takes Kt.
15. K. to R. square

11. B. takes B.
12. Kt. to Q. Kts. fifth
13. B. to Q. Kts. third
14. B. takes P. (check)
15. B. to Q. B. fourth, and wins.

VARIATION D.

- 11.
12. B. takes Q. P.
13. P. to Q. B. fourth
14. P. takes B.
15. Kt. to K. Kts. fifth
16. Q. to Q. R. fourth
17. Q. takes B.
18. Kt. to Q. B. third
19. Q. to Q. R. third
20. Kt. to Q. Kts. fifth
21. R. to K. square

11. Kt. to K. second
12. B. takes B.
13. P. to Q. B. third
14. P. takes P.
15. Q. to Q. B. second
16. Q. takes P.
17. Kt. takes Kt.
18. P. to Q. Kts. third
19. K. B. to K. square
20. Kt. to K. third
21. Q. to Q. Kts. square

Cramped defence.

VARIATION E.

14. Q. to Q. B. square
15. B. takes K. B. P.
16. B. to K. third
17. P. takes K. B.
18. P. takes B.
19. Q. to Q. B. fourth

14. P. to K. B. fifth
15. B. to Q. Kt. third
16. B. takes B.
17. R. takes Kt.
18. R. to K. B. seventh
19. R. takes P. (check), and wins.

(a) If the Evans' gambit be perfect, then this move is better than Ruy Lopez' one, B. to Kts. fifth.

(b) Not so good as P. to Q. fourth, because of this defence.

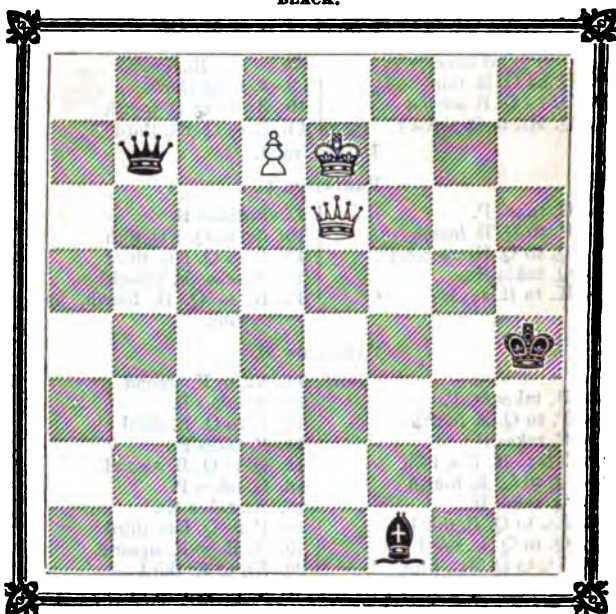
(c) There is a valid defence to any other move.

(d) This and the following moves are originated by myself.

(To be continued in our next.)

CHESS STUDY BY THE AUTHORS, No. XLIX.

BLACK.



WHITE.

White having the first move can win.

SOLUTION TO CHESS STUDY, No. XLVII.

WHITE.

- 1.
2. K. to K. second
3. K. to Q. second
4. K. to Q. B. third
5. P. to K. R. fifth
6. K. to Q. fourth
7. P. to K. Kt. fourth, and wins.

BLACK.

1. K. to K. B. fourth
2. K. to K. third (a)
3. K. to Q. third
4. K. to Q. B. fourth
5. K. to Q. Kt. fourth
6. K. to Q. Kt. fifth

(a) Any other move White would win the opposition with King, which must win easily.

CHESS STUDY BY THE AUTHORS, No. I.

BLACK.



WHITE.

White can win.

SOLUTION TO CHESS STUDY No. XLVIII.

WHITE.

1. K. to Q. sixth (a)
2. K. takes P.
3. K. to Q. seventh
4. K. to K. eighth
5. Kt. to K. B. fifth (check), and wins.

(a) The only move to win. Were White to give check with Kt., Black would draw in the following way:—

WHITE.

1. Kt. to K. Kt. sixth (check)
2. Kt. takes B.
3. K. takes P.
4. P. takes P.

BLACK.

1. K. to K. Kt. second
2. K. to K. R. second
3. K. to K. R. square
4. K. to K. Kt. second

BLACK.

1. K. to K. Kt. second
2. K. takes Kt.
3. P. to K. R. fifth
4. P. to K. R. 4th, and draws.

If White plays K. to K. B. sixth, Black would draw as follows:—

WHITE.	BLACK.
1. K. to K. B. sixth	1. K. to K. R. second
2. K. takes P.	2. K. to K. Kt. second
3. Kt. to K. B. fifth (check)	3. K. to K. Kt. third
4. Kt. to K. R. fourth (check)	4. K. to K. Kt. second (b)
5. Kt. to K. Kt. second	5. K. to K. Kt. third
6. Kt. to K. B. fourth (check)	6. K. to K. Kt. second
7. P. to K. Kts. fourth	7. B. to Q. B. sixth
8. K. to Q. fifth	8. B. to K. B. square
9. Kt. to K. seventh	9. P. to K. R. fourth
10. P. takes P.	10. K. to K. R. third
11. K. to Q. seventh	11. K. to K. Kts. fourth
12. K. to K. eighth	12. B. to K. Kts. second, and draws.

(b) Black loses by playing K. to K. Kts. fourth.

4.	4. K. to K. Kts. fourth
5. K. to Q. seventh	5. P. to K. R. fifth
6. K. to K. eighth	6. B. to Q. R. sixth
7. Kt. to Q. fifth	7. P. to K. R. sixth
8. Kt. to K. seventh	8. B. takes Kt.
9. K. takes B.	9. P. to K. R. seventh
10. P. a Q.	10. P. a Q.
11. Q. to K. B. sixth (check)	11. K. to K. Kts. fifth
12. Q. to K. B. fourth (check)	12. K. to K. R. sixth
13. Q. takes P. (check), and wins.	

GAME PLAYED AT THE DUNDEE CHESS CLUB BETWEEN MR. G. B. FRASER AND AN AMATEUR; THE FORMER GIVING Q. R.

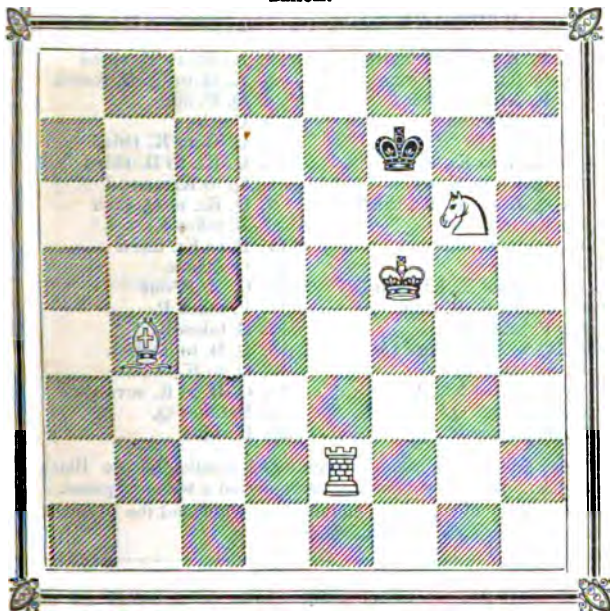
(Remove White's Q. R. from the board.)

WHITE. (MR. G. B. F.)	BLACK. (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. Kt. to B. third	9. Q. B. to Kt. fifth
10. Q. to Q. Kt. third	10. B. to K. R. fourth
11. B. to K. Kt. fifth	11. Q. to Q. second
12. P. to K. fifth	12. B. takes K. Kt.
13. P. to K. sixth	13. Q. to Q. B. square
14. P. takes P. (check)	14. K. to K. P. square
15. P. takes Kt. (Q.) (check)	15. R. takes Q.
16. B. takes R., and wins.	

ENIGMA No. XXV.

(We should like to have the inventor's name, &c.)

BLACK.



WHITE.

White gives mate in three moves.

SOLUTION TO ENIGMA No. XXIV.

WHITE.

1. R. to K. R. eighth
2. Q. mates.

BLACK.

1. Anything.

SOLUTION TO PROBLEM No. XXIV.

WHITE.

1. B. to K. Kt. seventh
2. R. to K. B. second
3. R. to K. Kt. fifth or R. to B. fourth, mate.

BLACK.

1. R. takes B. (best)
2. Anything

GAMES BETWEEN MR. STANLEY OF NEW YORK AND MR.
ROUSSEAU OF NEW ORLEANS.

No. I.

WHITE. (MR. S.)

1. K. P. two
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. K. R. P. one
6. Q. P. one
7. K. B. to Kt. third
8. Q. Kt. to K. second
9. Q. Kt. to K. Kt. third
10. Kt. takes Kt.
11. Q. B. P. one
12. Castles
13. Q. B. to K. Kt. fifth (a)
14. Kt. to K. R. fifth
15. P. takes P.
16. Q. to K. B. third (b)
17. B. takes Kt.
18. Kt. takes Kt. P.
19. Kt. takes Q.
20. Kt. takes R.

BLACK. (MR. R.)

1. K. P. two
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. Q. P. one
5. Castles
6. Q. B. to K. third
7. Q. Kt. to B. third
8. Q. to K. second
9. Q. Kt. to Q. fifth
10. B. takes Kt.
11. B. to Kt. third
12. Q. P. one
13. Q. B. P. one
14. P. takes P.
15. B. takes B.
16. Q. B. to its fifth
17. Q. to K. third
18. Q. B. to K. seventh
19. B. takes Q.
20. Resigns

(a) In consequence of the cramped position of the Black Q. and Kt., White has from this early period a winning game.

(b) Very well played ; nothing can withstand the overwhelming attack which is now developed.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *Chess Player*, 19, Strand.

JUR.—Thanks for the games. We have not heard whether the match is positively arranged or not. No authentic intelligence has been received of the other match spoken of. The drawn game will appear shortly in our columns.

T. A. WORRELL.—All the numbers of the *Chess Player* can be obtained separately at the publishers at the published price. Most of the errors are noticed in the Answers to Correspondents.

C. M.—You will find it in Staunton's "Chess Companion," in the part devoted to Pawn one and Pawn and two moves.

A. R.—Messrs. Stanley and Rousseau are confessedly the strongest players in America.

T. W.—Mr. Szen, the Hungarian player, is still in Paris, and may be heard of at the Café La Régence.

G. S.—You are right. Blindfold play is out of date, and deservedly so.

LONDON:

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THE
CHESS PLAYER.

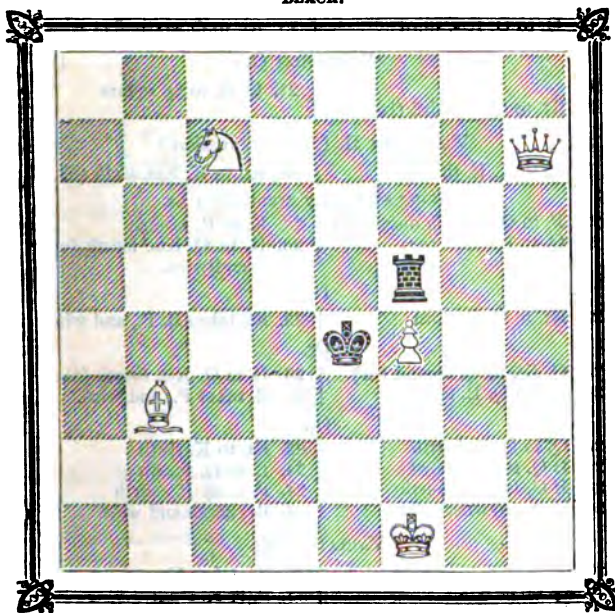
EDITED BY
Kling and Horwitz.

Vol. II.—No. 26. JAN. 10, 1882.

Price 2d.

PROBLEM No. XXVI., BY EDMUND STEVENS.

BLACK.



WHITE.

White mates in three moves.

ANALYSIS OF THE EVANS' GAMBIT, BY THE REV.
J. H. SWEET (Continued).

CONTINUATION FROM THE 17TH MOVE.

WHITE.

18. P. to Q. R. third
19. K. to K. B. square or (F)
20. Q. to Q. Kts. third
21. K. to K. second
22. Kt. to Q. B. third or (H)
23. Q. to Q. B. second

BLACK.

18. B. takes P. (check)
19. Kt. to Q. fourth
20. Kt. to K. sixth (check)
21. Kt. to K. Kts. fifth or (G)
22. Kt. to Q. B. fourth or (K)
23. B. to K. sixth

And having now R., two Bishops, and Pawn against Queen, Black should, I think, win the game eventually by steady fighting.

VARIATION F.

- | | |
|-------------------------|--------------------------------|
| 19. K. to K. R. square | 19. B. to K. sixth |
| 20. Q. to Q. Kts. third | 20. Kt. to Q. sixth, and wins. |

VARIATION G.

- | | |
|-------------------------------|------------------------|
| 21. | 21. Q. R. to Q. square |
| 22. Kt. to Q. B. third (best) | |

VARIATION H. (See continuation.)

- | | |
|-----------------------------------|--|
| 22. P. to K. R. third | 22. Kt. to K. Kts. sixth (ch.) |
| Gaining something eventually; or, | |
| 22. P. to Q. B. fifth disc. (ch.) | 22. K. to R. square |
| 23. Q. to K. sixth (or) | 23. B. to Q. Kts. fourth (ch.),
and wins. |

Or,

- | | |
|------------------------|--------------------------------|
| 23. Kt. to Q. B. third | 23. Kt. takes B. P., and wins. |
|------------------------|--------------------------------|

Or,

- | | |
|------------------------------|--------------------------------|
| 23. Q. Kt. to Q. second (or) | 23. B. to Q. Kts. fourth (ch.) |
| 24. Kt. to Q. B. fourth | 24. B. takes P., and wins. |

Or,

- | | |
|--------------------------|-------------------------|
| 23. Q. to Q. B. fourth | 23. Kt. to K. sixth |
| 24. If Q. to Kts. third | 24. B. to Q. fourth |
| 24. If Q. to Kts. fourth | 24. P. to Q. R. fourth |
| 24. If Q. anywhere else | 24. B. checks and wins. |

VARIATION K.

- | | |
|-----------------------|--------------------------|
| 22. | 22. Kt. takes Kt. |
| 23. Q. takes Kt. | 23. B. to K. sixth |
| 24. P. to K. R. third | 24. B. takes Kt. (check) |
| 25. P. or K. takes B. | 25. Kt. to K. R. third |

And I still think should win.

IN VARIATION H., WHITE MAY ALSO PLAY FOR HIS

- | | | |
|--------------------------------|--|---------------------|
| 22nd move. Q. Kt. to Q. second | | 22. Kt. takes Kt. |
| 23. Kt. takes Kt. (or) | | 23. B. takes Kt. P. |

And then plays subsequently Q. R. to K., and wins.

Or,

- | | | |
|------------------|--|----------------------------|
| 23. K. takes Kt. | | 23. B. to K. sixth (check) |
|------------------|--|----------------------------|
- And then takes Kt. with B., and either K. P. or R. P. with Kt.

ANOTHER VERSION FROM THE 18TH MOVE.

- | WHITE. | BLACK. |
|----------------------------|-------------------------|
| 18. P. to K. R. third (or) | 18. B. takes P. (check) |
| 19. K. to K. B. square | 19. Q. R. to Q. square |
| 20. Q. to Q. Kts. third | 20. Kt. to Q. sixth |

With a better game.

Or,

- | | | |
|-------------------------------|--|------------------------------|
| 18. Q. to Q. Kts. third | | 18. B. takes P. (check) |
| 19. K. to B. square (a) | | 19. P. to Q. R. fourth |
| 20. If now P. to Q. R. third, | | 20. Kt. to Q. B. fourth, &c. |

(a) Were K. to play to K. R. square, Black would play B. to R. sixth, with a better game.

(To be concluded in our next.)

SOLUTION TO PROBLEM No. XXV.

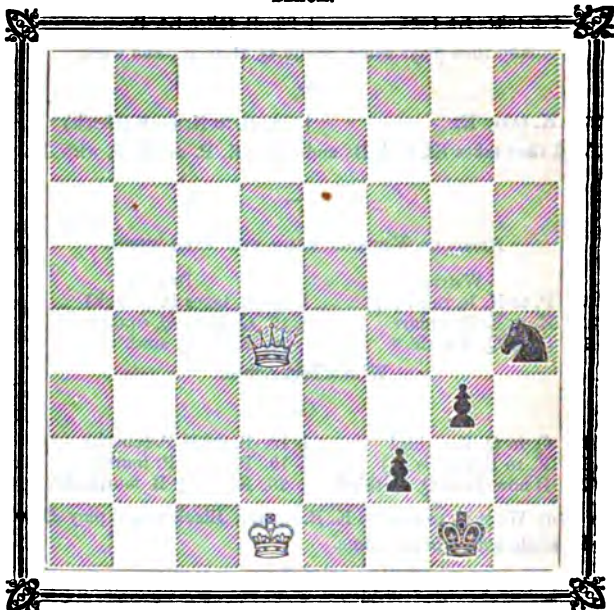
- | WHITE. | BLACK. |
|--------------------------------|-------------------------------|
| 1. K. to B. second | 1. B. to K. B. seventh (best) |
| 2. R. to K. B. fourth | 2. P. to K. Kt. eighth or (A) |
| 3. Kt. to Q. B. second (check) | 3. K. moves. |
| 4. Kt. to K. third, mate. | |

VARIATION A.

- | | |
|-------------------------|-------------------------|
| 2. | 2. B. takes Kt. (check) |
| 3. Kt. takes B. | 3. Anything. |
| 4. And mates next move. | |

CHESS STUDY BY THE AUTHORS, No. LI.

BLACK.



WHITE.

White can only draw.

SOLUTION TO CHESS STUDY, No. XLIX.

WHITE.

1. K. to K. B. eighth
2. K. to K. Kt. seventh
3. K. to K. B. seventh, and wins.

BLACK.

1. Q. to Q. R. sq. (ch.) or (A)
2. Q. to K. Kt. seventh (check)

VARIATION A.

WHITE.

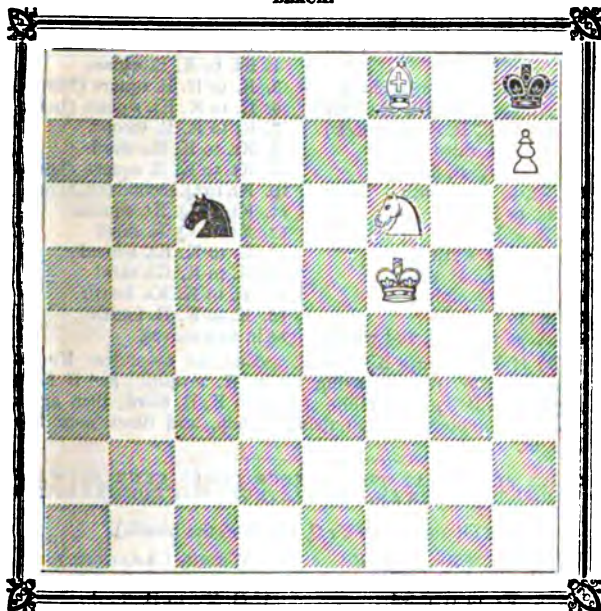
- 1.
2. K. to K. Kt. seventh
3. Q. to K. third (check)
4. Q. to Q. second or Q. fourth (check), and wins.

BLACK.

1. Q. to Q. Kt. square (check)
2. K. to K. Kt. sixth
3. K. anywhere.

CHESS STUDY BY AN AMATEUR, No. LII.

BLACK.



WHITE.

This very difficult position has been forwarded to us by a talented amateur in the provinces, as a drawn game. The authors have bestowed great care in analysing it, and have arrived at a different conclusion. They are so impressed with its extreme difficulty that they challenge their correspondents to forward a correct analysis, for which purpose they allow a fortnight's examination.

SOLUTION TO CHESS STUDY No. L.

WHITE.

1. Kt. to Q. B. sixth
2. B. to Q. R. third
3. B. to Q. Kt. fourth
4. B. to Q. B. fifth

BLACK.

1. Kt. to K. B. second (a)
2. Kt. to K. R. square (best)
3. Kt. to K. B. second
4. Kt. to K. R. third or (A)

WHITE.

5. Kt. to K. fifth
6. B. to K. B. eighth
7. K. to K. Kt. sixth, and wins.

BLACK.

5. K. to K. R. second
6. Kt. to K. Kt. square (check)

VARIATION A.

- 4.
5. Kt. to K. seventh (check)
6. Kt. to K. B. fifth disc. (ch.)
7. Kt. to K. R. sixth (check)
8. B. to K. third
9. Kt. to K. B. fifth
10. Kt. to K. seventh
11. K. to K. sixth
12. B. to K. fifth
13. B. to Q. sixth
14. Kt. to Q. B. sixth
15. Kt. to Q. eighth
16. K. to Q. fifth
17. K. to Q. sixth, and wins Knight in two moves.

4. Kt. to K. R. square
5. K. to K. B. square (best)
6. K. to K. Kt. square (best)
7. K. to K. R. second
8. Kt. to K. Kt. third
9. Kt. to K. B. square (best)
10. Kt. to Q. second (ch.) (best)
11. Kt. to Q. Kt. square
12. Kt. to Q. R. third
13. K. to K. Kt. second
14. K. to K. Kt. third
15. K. to K. Kt. fourth
16. K. to K. B. fourth

(a) If Black plays King to R. second, he must lose Knight next move by White playing Kt. to K. seventh; and if King plays to K. B. square, White checks on K. R. third, then again with Knight on K. sixth, retiring Bishop, and Black must lose Knight.

GAME PLAYED AT THE DUNDEE CHESS CLUB BETWEEN
MR. G. B. FRASER AND AN AMATEUR; THE FORMER GIVING
HIS Q. KT.

(Remove Black's Q. Kt. from the board.)

BLACK. (MR. G. B. F.)

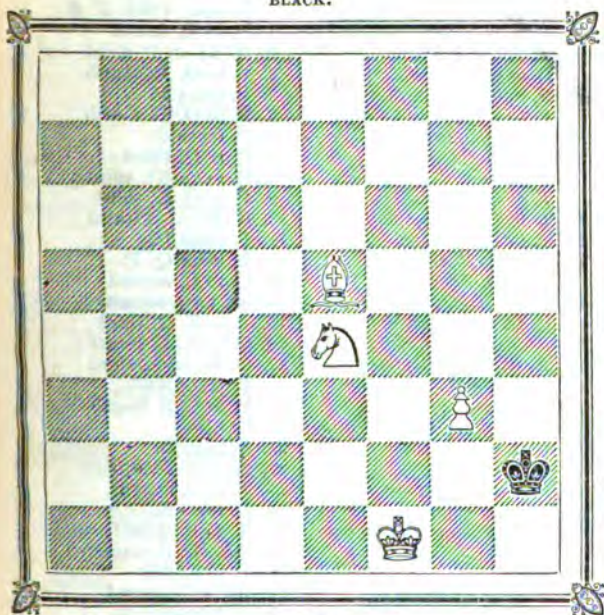
1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. Q. to Q. Kt. third
9. B. takes P. (check)
10. B. takes K. Kt.
11. Kt. to K. Kt. fifth
12. Q. to K. B. third (check)
13. Q. to K. B. seventh (check)
14. B. to Q. R. third (check)
15. B. takes Kt. (check)
16. Q. takes Q. P. (check)
17. Q. takes Q. B. P. (check)
18. Q. takes K. P. (check)
19. B. to Q. sixth

WHITE. (AMATEUR.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. B. to Q. R. fourth
6. P. to Q. third
7. B. takes Q. B. P.
8. B. takes Q. R.
9. K. to B. square
10. R. takes B.
11. P. to Q. fourth
12. K. to K. second
13. K. to Q. third
14. Kt. interposes
15. P. to Q. B. fourth
16. K. to Q. B. second
17. K. to Q. Kt. square
18. Q. interposes
19. Resigns.

ENIGMA No. XXVL, BY G. G. HOWDEN.

BLACK.



WHITE.

White to checkmate in three moves.

SOLUTION TO ENIGMA No. XXV.

WHITE.

1. B. to Q. B. third
2. R. to K. eighth (check)
3. R. mates.

BLACK.

1. K. moves
2. K. moves.

GAME BETWEEN MR. G. B. FRASER AND MR. JAS. ANDERSON
OF THE DUNDEE CLUB; THE FORMER GIVING HIS Q. KT.

(Remove White's Q. Kt.)

WHITE. (MR. G. B. F.)	BLACK. (MR. J. A.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. R. fourth	9. P. to Q. R. third
10. B. to Q. Kt. second	10. K. Kt. to B. third
11. P. to K. fifth	11. P. takes P.
12. Q. B. to R. third	12. B. takes Q. P.
13. Q. to Q. Kt. third	13. Q. to Q. second
14. Kt. to K. Kt. fifth	14. Kt. to Q. square
15. Q. R. to Q. square	15. P. to K. R. third
16. Kt. to K. B. third	16. Q. to K. B. fourth
17. K. R. to K. square	17. Q. Kt. to K. third
18. Kt. takes B.	18. P. takes Kt.
19. R. takes P.	19. P. to Q. B. fourth
20. Q. to Q. Kt. sixth	20. Castles
21. B. takes Q. Kt.	21. P. takes B.
22. Q. B. takes P.	22. K. R. to K. square
23. K. R. to Q. square	23. P. to K. fourth
24. R. to Q. eighth	24. R. takes R.
25. R. takes R. (check)	25. K. to R. second
26. P. to K. R. third	26. Q. to Q. B. seventh
27. K. to R. second	27. P. to K. fifth
28. B. to Q. fourth	28. Kt. to Q. second
29. R. to K. R. eighth (check)	29. K. takes R.
30. Q. takes K. R. P. (check)	30. K. to Kt. square
31. Q. takes K. Kt. P., mate.	

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 19, Strand.

R. M.—In Enigma No. XXII. the Black King should be on Queen's fifth, and White to checkmate in two moves. You are right in your solution of Problem XXIII., which should be mate in three moves. We shall attend to your suggestion respecting the publishing of the **CHESS PLAYER**.

A. C.—Your position displays considerable ingenuity, but is not quite up to our mark for a Study.

Want of space compels us to postpone answers to several interesting communications.

LONDON:

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THE
CHESS PLAYER.

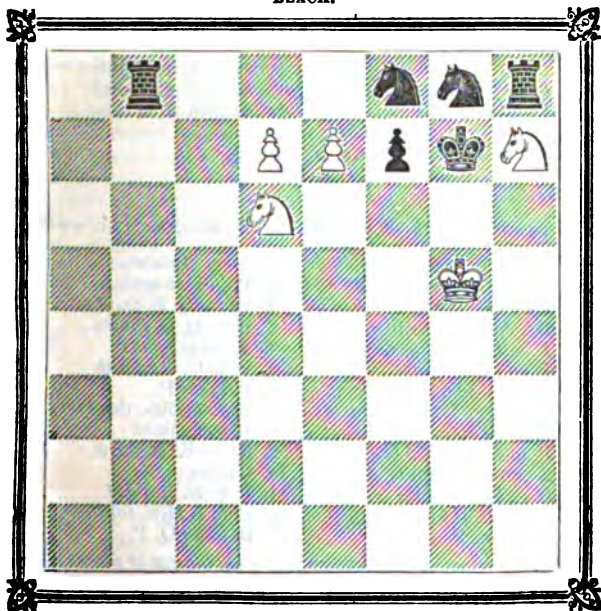
EDITED BY
Kling and Morwitz.

Vol. II.—No. 27. JAN. 17, 1862.

Price 2d.

PROBLEM No. XXVII., BY HENRY TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

ANALYSIS OF THE EVANS' GAMBIT, BY THE REV.
J. H. SWEET (Concluded).

This is, I consider, the second best attack :—

WHITE.

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. B. to Q. Kts. second
10. Kt. to Q. second
11. P. to K. fifth
12. Q. to Q. B. second

BLACK.

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Kts. P.
5. B. to Q. R. fourth
6. P. takes P.
7. B. to Q. Kts. third
8. P. to Q. third
9. Kt. to K. B. third
10. Castles
11. Kt. to K. square
12. K. to K. R. square or (A)

VARIAION A.

- 12.
13. Q. to K. fourth
14. Kt. to Q. Kts. third

12. B. to K. Kts. fifth
13. B. to K. R. fourth
14. B. to K. Kts. third

Which is now best ?

A THIRD VERSION OF THE EVANS' GAMBIT, RATHER WEAK.

WHITE.

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kts. fourth
5. P. to Q. B. third
6. P. to Q. fourth (a)
7. Castles
8. P. takes P.
9. P. to K. R. third (b)
10. Kt. to Q. B. third
11. B. to K. Kts. fifth
12. B. to K. R. fourth
13. Kt. takes P.

BLACK.

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes Kts. P.
5. B. to Q. R. fourth
6. P. takes P.
7. B. to Q. Kts. third
8. P. to Q. third
9. Kt. to K. B. third
10. Castles
11. P. to K. R. third
12. P. to K. Kts. fourth
13. B. takes Q. P.

This is my new move, making it at once, instead of after taking Knight:—

14. Kt. takes K. B. P.
15. B. takes B. (check)
16. Kt. to Q. fifth

14. R. takes Kt.
15. K. takes B.
16. B. to K. third (c)

WHITE.

17. R. to Q. Kts. square
18. R. to Q. B. square or (A)
19. Q. takes Kt.
20. Q. takes B.
21. P. takes Kt.
22. Q. to K. B. sixth (check)
23. Q. to K. Kts. sixth (check)
24. Q. takes R. P. (check)
25. R. to K. square (check)

BLACK.

17. P. to Q. Kts. third (d)
18. Q. to Q. second
19. Q. takes R.
20. Kt. takes Kt.
21. B. takes P. or (B)
22. K. to K. Kts. square
23. K. to K. B. square
24. K. to K. square
25. K. to Q. second

Can White win? Are there any better moves in defence?

VARIATION A.

18. K. to K. R. square
19. If R. to B. square

18. Q. to K. R. square
19. Kt. takes Kt.

With best?

VARIATION B.

21.

| Q. takes P.

Can either win?

(a) This I consider decidedly stronger than castling, as the latter admits of Black adopting the defence of K. Kt. to B. third, which is stronger than any he can now frame.

(b) This move, formerly held in esteem, has been lately rejected as weak, and as giving Black too much time. I hold, on the contrary, that it is the strongest on the board, if followed up by Q. Kt. to B. third, on Black playing (as best) K. Kt. to B. third. Besides, I also consider that Q. B. to Kts. second is weak, unless followed by Q. Kt. to Q. second; but even then the attack is not so lasting as in the present game.

(c) Loses if he takes Rook.

(d) To leave Rook at liberty for guarding R. P. or B. Pawn.

SOLUTION TO PROBLEM No. XXVI.

WHITE.

1. Kt. to Q. fifth
2. Q. to Q. R. seventh (check)
3. Q. mates.

BLACK.

1. K. to Q. fifth or (A)
2. K. moves.

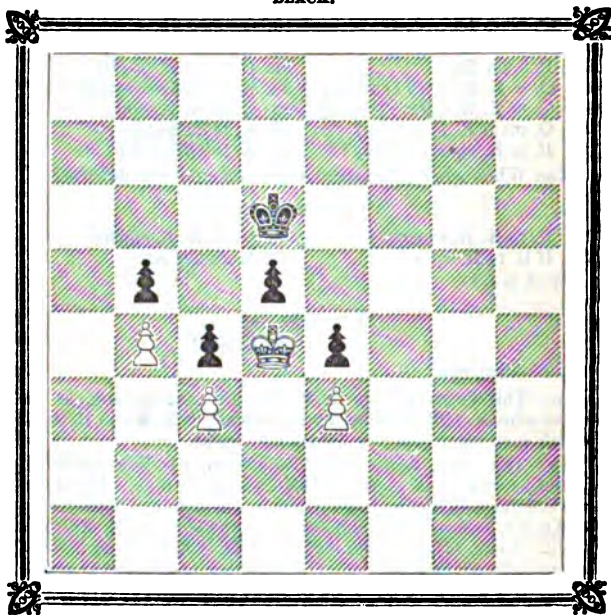
VARIATION A.

- 1.
2. Q. to K. R. third (check)
3. Q. mates.

1. K. to Q. sixth or to K. B. sixth
2. K. moves.

CHESS STUDY BY THE AUTHORS, No. LIII.

BLACK.



WHITE.

Black moves first and draws.

SOLUTION TO CHESS STUDY, No. LI.

WHITE.

1. K. to K. second
2. Q. to K. B. sixth
3. Q. to K. B. fourth
4. Q. to K. B. third
5. K. to K. B. square

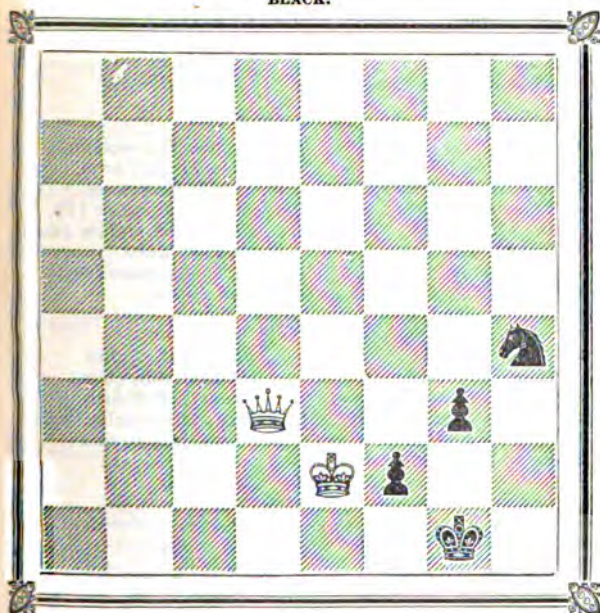
BLACK.

1. Kt. to K. Kt. seventh
2. Kt. to K. eighth
3. Kt. to K. Kt. seventh
4. K. to K. R. seventh
5. Kt. to K. sixth (check)

And draws.

CHESS STUDY BY THE AUTHORS, No. LIV.

BLACK.



WHITE.

White moves first and wins.

SOLUTION TO CHESS STUDY No. LIV.

WHITE HAVING THE FIRST MOVE.

WHITE.

1. B. to Q. sixth
2. K. to K. Kt. sixth
3. Kt. to K. fourth
4. K. to K. B. seventh
5. Kt. to K. Kt. fifth, and wins.

BLACK.

1. Kt. to Q. 5th (ch.) or (A) (B)
2. Kt. to K. third (best)
3. Kt. to K. B. square (check)
4. Kt. to K. Kt. third

VARIATION A.

WHITE.

- 1.
2. K. to K. Kt. sixth
3. Kt. to K. fourth
4. Kt. mates in two moves.

BLACK.

1. Kt. to Q. square
2. Kt. to K. B. second
3. Kt. takes B.

VARIATION B.

- 1.
2. K. to K. Kt. fifth
3. B. to K. B. eighth (check)
4. K. to K. Kt. sixth
5. B. to K. R. sixth
6. K. to K. B. seventh
7. Kt. to K. Kt. fourth
8. K. to K. Kt. sixth, and mates in three moves.

1. K. to K. Kt. second
2. Kt. to Q. fifth or (C)
3. K. to K. R. square
4. Kt. to K. third or (D)
5. Kt. to K. B. square (check)
6. Kt. to K. third
7. Kt. to Q. square (check)

VARIATION C.

- 2.
3. K. to K. R. sixth
4. K. to K. Kt. sixth
5. Kt. to K. fourth
6. K. to K. B. sixth
7. Kt. to K. Kt. fifth, and wins.

2. K. to K. R. square
3. Kt. to Q. fifth (best)
4. Kt. to K. B. fourth
5. Kt. to K. second (check)
6. Kt. to Q. B. square

VARIATION D.

- 4.
5. Kt. to K. fourth
6. K. to K. B. seventh
7. Kt. to K. Kt. fifth, and mates in a few moves.

4. Kt. to K. B. fourth
5. Kt. to K. second (ch.) (best)
6. Kt. to K. B. fourth

In our next number we shall give the solution of the same, where Black moves first, and which constitutes the real difficulty of the position.

GAME BETWEEN MR. HORWITZ AND MR. P.; THE FORMER
GIVING THE ODDS OF Q'S R.

(Remove White's Q.'s R. from the board.)

WHITE. (MR. H.)

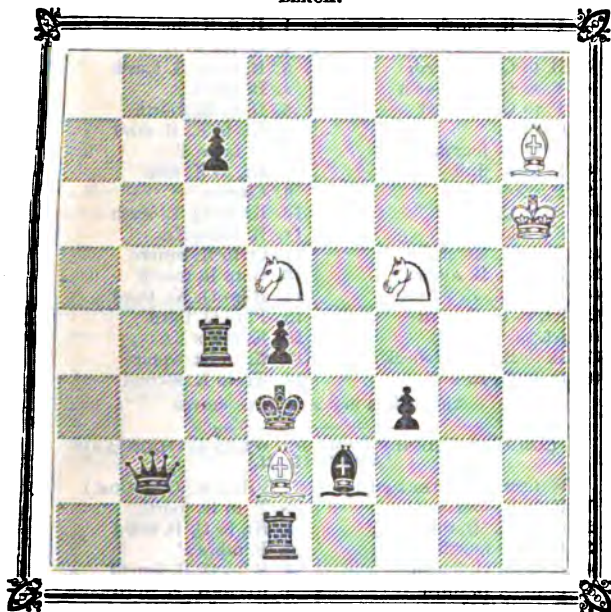
1. P. to K. fourth
2. P. takes P.
3. Kt. to Q. B. third
4. B. to Q. Kt. fifth (check)
5. P. takes P.
6. B. to Q. B. fourth
7. Kt. to K. B. third
8. Kt. to K. fifth
9. Q. takes B.

BLACK. (MR. P.)

1. P. to Q. fourth
 2. B. to K. B. fourth
 3. Kt. to K. B. third
 4. P. to Q. B. third
 5. P. takes P.
 6. P. to Q. R. fourth
 7. B. to K. Kt. fifth
 8. B. to K. R. fourth
- And Black resigns.

ENIGMA No. XXVII, BY HERR KLING.

BLACK.



WHITE.

White mates in two moves.

SOLUTION TO ENIGMA No. XXVI.

WHITE.

BLACK.

- | | | |
|---|--|--------------|
| 1. B. to Q. sixth | | 1. K. moves. |
| 2. Kt. to K. B. second (check) | | 2. K. moves. |
| 3. P. to K. Kt. third, discovered mate. | | |

GAME PLAYED BETWEEN MR. BROWN AND MR. HILLIES.

(Smart Specimen of the "Evans' Gambit")

WHITE. (MR. B.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. to K. fifth
9. P. takes P.
10. B. to Q. fifth
11. Kt. takes Kt.
12. B. to K. Kt. fifth
13. R. to Q. B. square
14. Kt. to K. R. fourth
15. Kt. to K. B. fifth
16. Kt. takes Kt. P.
17. B. to B. sixth (check)
18. Q. to K. R. fifth

BLACK. (MR. H.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to R. fourth
6. Kt. to K. B. third
7. P. takes P.
8. Kt. to K. fifth
9. Castles
10. Kt. to Q. B. sixth
11. B. takes Kt.
12. Q. to K. square
13. B. to R. fourth
14. B. to Q. Kt. third
15. P. to Q. third
16. K. takes Kt.
17. K. to Kt. square
18. Kt. to K. second

And White mates in three moves.

CORRESPONDENCE GAME BETWEEN LONDON AND
AMSTERDAM.

WHITE. (AMSTERDAM.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to K. fifth
7. B. to Q. Kts. fifth
8. B. takes Kt. (check)
9. P. takes P.
10. Kt. to Q. B. third
11. P. to K. R. fourth
12. B. to K. B. fourth
13. K. to K. B. square

BLACK. (LONDON.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. P. takes P.
4. B. to Q. B. fourth
5. Kt. to K. B. third
6. P. to Q. fourth
7. Kt. to K. fifth
8. P. takes B.
9. B. to Q. Kts. third
10. P. to K. B. fourth
11. Castles
12. P. to Q. B. fourth
13. R. to Q. Kts. square

And Amsterdam to move.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 19, Strand.

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THE
CHESS PLAYER.

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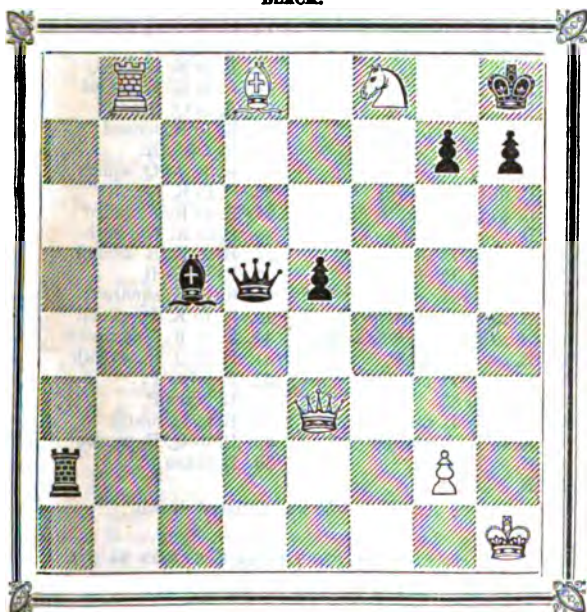
Kling and Horwitz.

Vol. II.—No. 28. JAN. 24, 1862.

Price 2d.

PROBLEM No. XXVIII, BY HERR KLING.

BLACK.



WHITE.

White mates in four moves.

CORRESPONDENCE GAME BETWEEN LONDON AND AMSTERDAM.

WHITE. (LONDON.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. Kt. third
4. P. to Q. B. fourth
5. Kt. to Q. B. third
6. P. to K. fifth
7. Kt. takes Kt.
8. B. to K. second
9. B. to Q. Kt. second
10. Castles
11. P. to Q. third
12. P. takes P.
13. P. to Q. fourth
14. Kt. takes P.
15. B. takes Kt.
16. B. to Q. B. third
17. Q. R. takes Q.
18. B. to K. Kts. fourth
19. P. to Q. R. third
20. B. to Q. Kts. fourth
21. R. takes B.
22. R. to Q. square
23. P. to Q. R. fourth
24. R. to Q. second
25. B. to K. R. third
26. P. to K. B. third
27. B. to Q. B. eighth
28. R. takes R.
29. R. to K. sixth (check)
30. R. to K. seventh (check)
31. R. takes Q. R. P.
32. P. to Q. R. fifth
33. R. takes P.
34. P. to Q. B. fifth
35. K. to K. B. second
36. K. to K. third
37. B. takes R.

BLACK. (AMSTERDAM.)

1. P. to Q. B. fourth
2. P. to K. third
3. P. to Q. Kt. third
4. B. to Q. Kt. second
5. Kt. to K. B. third
6. Kt. to K. fifth
7. B. takes Kt.
8. Q. to Q. B. second
9. Kt. to Q. B. third
10. P. to Q. third
11. B. to K. Kt. third
12. Q. takes P.
13. P. takes P.
14. Kt. takes Kt.
15. Q. R. to Q. square
16. Q. takes Q.
17. P. to K. B. third
18. B. to K. B. second
19. B. to Q. third
20. K. to K. second
21. R. takes R.
22. K. R. to Q. square
23. P. to K. fourth
24. B. to K. Kt. third
25. P. to K. R. fourth
26. B. to K. R. second
27. R. takes B.
28. K. to K. square
29. K. to K. B. second
30. K. to K. Kts. square
31. B. to Q. B. seventh
32. P. takes P.
33. B. takes P.
34. B. to Q. fourth
35. R. to Q. R. square
36. R. takes R.

And the game was declared drawn.

ANOTHER DEFENCE TO CHESS STUDY No. LII.

BLACK HAVING TO MOVE FIRST.

WHITE.

- 1.
2. B. to Q. sixth

BLACK.

1. Kt. to K. fourth
2. Kt. to K. Kt. third

WHITE.

3. K. to K. Kt. fifth
4. K. to K. R. sixth
5. Kt. to K. fourth
6. Kt. to K. Kt. fifth
7. K. to K. Kt. sixth, and wins.

BLACK.

3. Kt. to K. B. square or (A)
4. Kt. to Q. second (best)
5. Kt. to K. B. third
6. Kt. to K. Kt. fifth (check)

VARIATION A.

- | | |
|---|---|
| <ol style="list-style-type: none"> 3. 4. Kt. to K. Kt. fourth 5. K. to K. B. sixth 6. B. to K. B. fourth 7. K. to K. B. seventh 8. Kt. to Q. B. sixth (check) 9. Kt. to Q. seventh 10. B. to K. Kt. fifth 11. K. to K. Kt. sixth 12. B. to Q. eighth 13. B. to K. B. sixth 14. B. to K. Kt. seventh 15. B. to K. fifth, and mates in four moves. | <ol style="list-style-type: none"> 3. K. to K. Kt. second 4. K. takes P. (best) 5. Kt. to K. R. fifth 6. Kt. to K. B. sixth or (B) 7. Kt. to Q. fifth 8. K. to K. B. square 9. Kt. to K. B. fourth 10. Kt. to Q. third (check) 11. Kt. to Q. B. square 12. K. to K. Kt. square 13. Kt. to Q. sixth 14. Kt. to K. square |
|---|---|

VARIATION B.

- | | |
|--|---|
| <ol style="list-style-type: none"> 6. 7. B. to K. Kt. fifth 8. Kt. to K. fifth 9. B. to K. R. sixth, and wins Knight in three moves. | <ol style="list-style-type: none"> 6. Kt. to K. Kt. third 7. Kt. to K. B. square or (C) 8. K. to K. Kt. square |
|--|---|

VARIATION C.

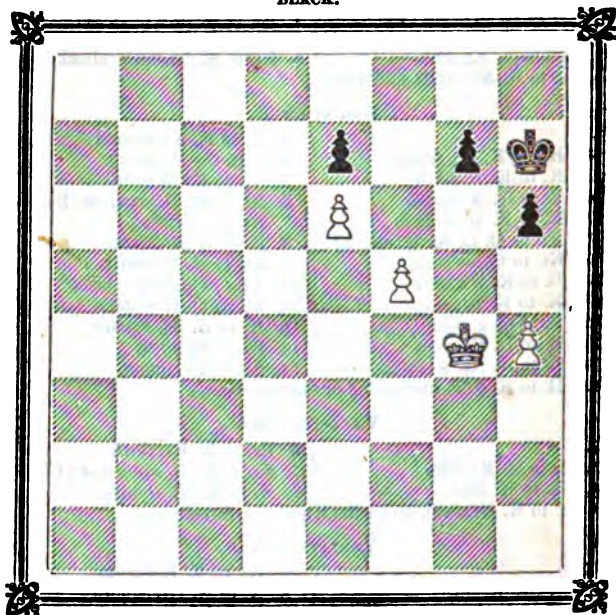
- | | |
|--|---|
| <ol style="list-style-type: none"> 7. 8. Kt. to K. fifth 9. B. to K. R. sixth 10. B. to K. third 11. Kt. to Q. B. sixth 12. B. to Q. B. fifth 13. Kt. to K. seventh (check) 14. Kt. to K. B. fifth disc. (ch.) 15. Kt. to K. R. fifth (check) 16. B. to K. third 17. Kt. to K. B. fifth 18. Kt. to K. seventh 19. K. to K. sixth 20. K. to K. B. seventh 21. Kt. to Q. B. sixth, and wins Kt. in two moves. | <ol style="list-style-type: none"> 7. Kt. to K. R. square 8. K. to K. Kt. square 9. K. to K. R. second 10. K. to K. Kt. square 11. Kt. to K. B. second (best) 12. Kt. to K. B. square (best) 13. K. to K. B. square (best) 14. K. to K. Kt. square 15. K. to K. R. second 16. Kt. to K. Kt. third 17. Kt. to K. B. square (best) 18. Kt. to Q. second (check) 19. Kt. to K. B. square or (D) 20. Kt. to Q. second |
|--|---|

VARIATION D.

- | | |
|--|---|
| <ol style="list-style-type: none"> 19. 20. B. to K. fifth 21. B. to Q. sixth, and Black must lose Knight. | <ol style="list-style-type: none"> 19. Kt. to Q. Kt. square (best) 20. Kt. to Q. R. third |
|--|---|

CHESS STUDY BY THE AUTHORS, No. LV.

BLACK.



WHITE.

White, moving first, wins.

SOLUTION TO CHESS STUDY, No. LIII.

BLACK.

1. K. to K. third
2. K. to K. fourth
3. K. to Q. third (a)
4. K. to Q. B. third
5. K. to Q. Kt. second (b)
6. K. to Q. R. second
7. K. to Q. Kt. third, and draws.

WHITE.

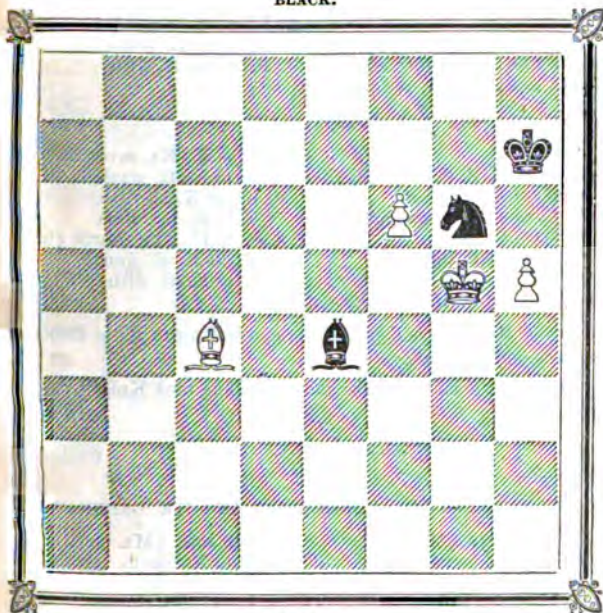
1. K. to Q. B. fifth
2. K. takes Pawn
3. K. to Q. R. fourth (best)
4. P. to K. Kt. fifth (check)
5. K. to Q. R. third
6. K. to Q. Kt. fourth

(a) The only move to draw.

(b) Had Black played K. to Q. Kt. third, he must have lost.

CHESS STUDY BY THE AUTHORS, No. LVI.

BLACK.



WHITE.

White, with the move, can win.

SOLUTION TO CHESS STUDY No. LIV.

WHITE.

1. Q. to Q. R. square (check)
2. K. to K. B. square
3. Q. to Q. square, and wins.

BLACK.

1. K. to K. R. seventh or (A)
2. K. to K. R. eighth or sixth or (B)

VARIATION A.

- 1.
2. Q. to Q. square
3. Q. to Q. fifth (check)
4. Q. to K. R. fifth (check)
5. Q. to K. B. third
6. K. to K. B. square
7. Q. to K. Kts. fourth, and wins.

1. K. to K. Kt. seventh
2. Kt. to K. Kts. third (a)
3. K. to K. R. seventh
4. K. to K. Kt. eighth or (C)
5. K. to K. R. seventh
6. Kt. to K. R. fifth

VARIATION B.

- | WHITE. | BLACK. |
|---------------------------------|------------------------|
| 2. | 2. Kt. to K. Kt. third |
| 3. Q. to Q. B. square | 3. K. to K. R. sixth |
| 4. Q. to K. R. sixth (check) | 4. Kt. to K. R. fifth |
| 5. Q. to K. R. fifth, and wins. | |

VARIATION C.

- | | |
|----------------------------------|--------------------------------|
| 4. | 4. K. to K. Kt. seventh |
| 5. Q. to K. P. third (check) | 5. K. to K. R. sixth |
| 6. K. to K. B. square | 6. Kt. to K. B. fifth |
| 7. Q. to K. R. square (ch.) (b) | 7. K. to K. Kt. fifth |
| 8. Q. to K. fourth | 8. K. to K. Kts. fourth (best) |
| 9. Q. to K. B. third | 9. Kt. to K. R. fourth |
| 10. K. to K. Kts. second | 10. K. to K. R. fifth |
| 11. Q. to K. B. fifth, and wins. | |

(a) If Black plays King, White moves King to King Bishop's square, and wins easily.

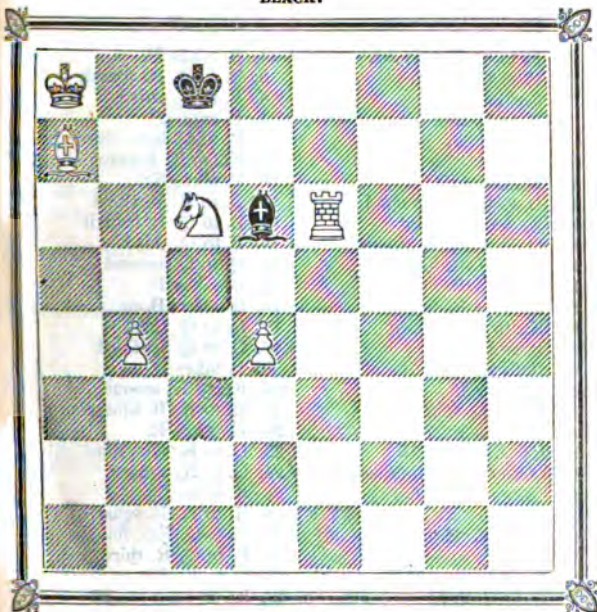
(b) Black would draw the game, if White took Knight,

GAME BETWEEN MR. MONGREDIEN AND MR. GREENAWAY.

- | WHITE. (MR. M.) | BLACK. (MR. G.) |
|----------------------------|---------------------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. B. to Q. B. fourth | 2. Kt. to K. B. third |
| 3. P. to Q. third | 3. P. to Q. B. third |
| 4. Kt. to K. B. third | 4. P. to Q. Kts. fourth |
| 5. B. to Q. Kts. third | 5. B. to Q. third |
| 6. Castles | 6. Castles |
| 7. B. to K. Kts. fifth | 7. P. to K. R. third |
| 8. B. to K. R. fourth | 8. B. to Q. B. second |
| 9. Kt. takes K. P. | 9. B. takes Kt. |
| 10. P. to Q. fourth | 10. B. takes R. P. (check) |
| 11. K. takes B. | 11. P. to K. Kts. fourth |
| 12. B. to K. Kts. third | 12. Kt. takes K. P. |
| 13. Q. to K. R. fifth | 13. K. to Kts. second |
| 14. Kt. to Q. B. third | 14. P. to Q. fourth |
| 15. Kt. takes Kt. | 15. P. takes Kt. |
| 16. P. to K. B. fourth | 16. P. takes P. (<i>en passant</i>) |
| 17. R. takes P. | 17. P. to K. B. fourth |
| 18. B. to K. fifth (check) | 18. K. to R. second |
| 19. B. to K. B. seventh | 19. R. to K. Kts. square |
| 20. R. to K. R. third | And Black resigned. |

ENIGMA No. XXVIII, BY MR. EDWARD CLARE.

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO ENIGMA No. XXVII.

- | | |
|------------------------|--------------|
| WHITE | BLACK. |
| 1. B. to K. fifth | 1. Any move. |
| 2. Kt. discovers mate. | |

SOLUTION TO PROBLEM No. XXVII.

- | | |
|---|-----------------|
| WHITE. | BLACK. |
| 1. Kt. to K. eighth (check) | 1. R. takes Kt. |
| 2. P. takes R. (a Kt.) (check) | 2. K. takes Kt. |
| 3. P. takes Kt., making a Knight, mate. | |

GAME BETWEEN MR. MONGREDIEN AND MR. GREENAWAY.

BLACK. (MR. G.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kts. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to Q. fifth
10. Kt. takes Kt.
11. B. to Q. Kts. second
12. Kt. to Q. second
13. Q. R. to Q. B. square
14. P. to Q. B. fourth
15. P. takes P.
16. B. takes B.
17. Kt. to K. B. third
18. P. to K. fifth
19. P. to K. sixth
20. P. takes P.
21. Kt. to Q. fourth
22. R. takes R. (check)
23. Kt. to K. B. fifth
24. Q. to Q. eighth (check)
25. Q. takes Q. (check)
26. Kt. takes Kt. P. (check)
27. Kt. to K. R. fifth
28. R. to Q. square
29. R. to K. B. square (check)
30. B. to Q. third
31. R. to K. B. seventh

WHITE. (MR. M.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. R. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kts. third
9. Kt. to K. fourth
10. P. takes Kt.
11. Q. to K. B. third
12. B. to Q. B. fourth
13. B. to Q. third
14. Q. to Q. second
15. B. takes P.
16. Q. takes B.
17. Q. to Q. third
18. Q. to Q. R. third
19. P. takes P.
20. Kt. to K. second
21. R. to K. B. square
22. K. takes R.
23. Q. to K. Kts. third
24. Q. to K. square
25. K. takes Q.
26. K. to K. B. square
27. P. to Q. Kts. fourth
28. B. to Q. R. third
29. K. to K. Kts. square
30. Kt. to K. Kts. third
31. P. to Q. B. fourth

And mate in two moves.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *Chess Player*, 19, Strand.

JUDY.—The position you have favoured us with allows of two terminations. We shall be glad to have your opinion upon the subject.

T. ATKINS.—Thanks for your problems, some of which will appear shortly. In the game forwarded, White has good ideas, but does not prepare sufficiently; the second player should study games where the odds of Rook are given.

A. BOWEN, Cambridge.—Much obliged for the two games sent, which will be shortly printed. We should be happy to receive more games of the same description.

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THE
CHESS PLAYER.

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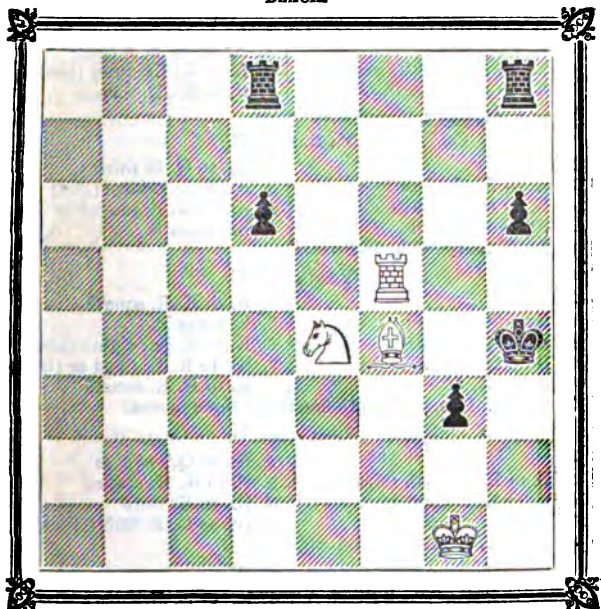
Kling and Horwitz.

Vol. II.—No. 29. JAN. 31, 1852.

Price 2d.

PROBLEM No. XXIX., BY MR. R. A. BROWN.

BLACK.



WHITE.

White to move, and mate in seven moves.

CONCLUSION OF CHESS STUDY No. LII.

BLACK MOVING FIRST.

WHITE.

- 1.
2. K. to K. Kt. sixth
3. B. to Q. R. third
4. K. to K. R. sixth
5. Kt. to K. fourth
6. Kt. to K. Kt. fifth
7. K. to Q. Kt. sixth
8. K. to K. B. fifth

BLACK.

1. Kt. to Q. square or (A)
2. Kt. to K. third (best)
3. Kt. to K. B. sq. (ch.) (best)
4. Kt. to Q. second (best)
5. Kt. to K. fourth
6. Kt. to K. Kt. fifth (check)
7. Kt. to K. fourth (check)
8. Kt. to Q. B. fifth

And White mates in three moves.

VARIATION A.

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. 2. B. to Q. sixth 3. B. to K. B. fourth 4. B. to K. third 5. K. to K. sixth 6. Kt. to K. R. fifth (check) 7. Kt. to K. B. fourth (check) 8. B. to Q. fourth (check), and wins. | <ol style="list-style-type: none"> 1. Kt. to K. 4th. (best defence) 2. Kt. to K. B. second or (B) 3. K. to K. Kt. second (best) 4. Kt. to Q. 3rd (ch.) or (C D E) 5. Kt. to K. B. second 6. K. to K. Kt. third (best) 7. K. to K. Kt. second |
|--|---|

VARIATION B.

- | | |
|--|---|
| <ol style="list-style-type: none"> 2. 3. K. to K. Kt. fifth 4. K. to K. Kt. sixth 5. Kt. to K. fourth 6. Kt. to K. Kt. fifth, and wins. | <ol style="list-style-type: none"> 2. Kt. to Q. B. third 3. Kt. to Q. square (best) 4. Kt. to K. B. second or (F) 5. Kt. takes B. |
|--|---|

VARIATION C.

- | | |
|---|---|
| <ol style="list-style-type: none"> 4. 5. Kt. to Q. seventh 6. K. to K. B. sixth 7. B. to Q. B. fifth 8. Kt. to K. fifth 9. B. to K. B. eighth, and wins Kt. in three moves. | <ol style="list-style-type: none"> 4. K. to K. R. square 5. K. takes P. 6. K. to K. Kt. eighth (best) 7. Kt. to K. R. third or (G H) 8. K. to K. R. second |
|---|---|

VARIATION D.

- | | |
|---|---|
| <ol style="list-style-type: none"> 4. 5. B. to K. R. sixth (check) 6. K. to K. Kt. sixth 7. Kt. to K. fourth 8. K. to K. B. seventh, and wins. | <ol style="list-style-type: none"> 4. Kt. to Q.'s square 5. K. to K. R. square 6. Kt. to K. third 7. Kt. to K. B. fifth (check) |
|---|---|

VARIATION E.

- | | |
|---|---|
| <ol style="list-style-type: none"> 4. 5. Kt. to Q. seventh 6. Kt. to K. B. eighth 7. K. to K. B. sixth, and wins. | <ol style="list-style-type: none"> 4. Kt. to K. R. square 5. Kt. to K. B. second 6. K. takes Kt. |
|---|---|

VARIATION F.

WHITE.

- 4.
5. Kt. to K. fourth
6. K. to K. B. seventh
7. Kt. to K. Kt. fifth, and mates in two moves.

BLACK.

4. Kt. to Q. B. third
5. Kt. to K. seventh (ch.) (best)
6. Kt. to Q. B. third

VARIATION G.

- 7.
8. Kt. to K. fifth, and wins as in a former variation.

7. Kt. to K. R. square

VARIATION H.

- 7.
8. Kt. to K. fifth
9. R. to Q. Kt. fourth, and wins Kt. by approaching with King.

7. Kt. to Q. square
8. Kt. to Q. Kt. second

GAME BETWEEN MR. GREENAWAY AND A MEMBER OF THE
LONDON CHESS CLUB; THE FORMER GIVING Q. KT.

BLACK. (MR. G.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. Kts. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. B. takes Q. P.
9. Kt. to K. sixth
10. B. takes B.
11. Q. to Q. third
12. P. to K. Kts. third
13. B. to Q. Kts. third
14. P. to K. fifth
15. Q. to K. Kts. sixth (check)
16. B. to K. Kts. fifth
17. Castles to Q. R.
18. P. takes P.

WHITE. (MR. —.)

1. P. to K. fourth
 2. P. takes P.
 3. P. to K. Kts. fourth
 4. P. to K. Kts. fifth
 5. P. to K. R. fourth
 6. Kt. to K. R. third
 7. P. to Q. fourth
 8. P. to K. B. third
 9. B. takes Kt.
 10. B. to Q. third
 11. P. to Q. B. third
 12. Q. to K. second
 13. P. to K. B. sixth
 14. P. takes P.
 15. Kt. to K. B. second
 16. Q. to Q. B. second
 17. Kt. to Q. R. third
- And White resigned.

SOLUTION TO PROBLEM No. XXVIII.

WHITE.

1. Kt. to K. Kt. sixth (check)
2. R. to K. B. sixth disc. (ch.)
3. Q. to K. R. sixth (check)
4. R. or Q. mates.

BLACK.

1. P. takes Kt. or (A)
2. Any move.
3. Any move.

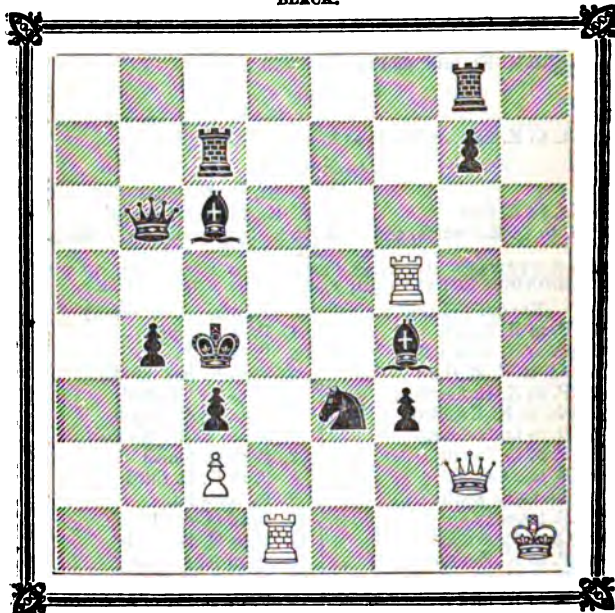
VARIATION A.

- 1.
2. R. to K. seventh disc. (check)
3. R. to K. B. eighth (check)
4. Queen mates.

1. K. to K. Kt. square
2. K. to K. B. second (best)
3. K. moves.

CHESS STUDY No. LVII., BY MR. H. TURTON.

BLACK.



WHITE.

White to play and draw.

SOLUTION TO CHESS STUDY, No. LV.

WHITE.

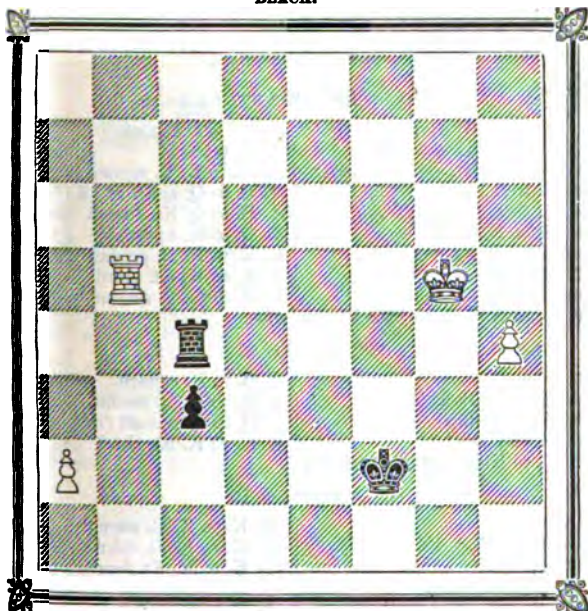
1. K. to K. B. third (*a*)
2. K. to K. fourth
3. K. to Q. fifth
4. P. takes P.
5. K. to Q. B. sixth (*c*)
6. K. to Q. seventh
7. P. to K. R. fifth, and wins.

BLACK.

1. K. to K. Kt. sq. (*b*) (best)
2. K. to K. B. square
3. P. to K. Kt. third or (*A*)
4. K. to K. Kt. second
5. K. takes P.
6. K. to K. B. third

CHESS STUDY No. LVIII, FROM "LA REGENCE."

BLACK.



WHITE.

A termination of a game between Mr. Anderssen and Mr. Kieseritzky, given as won on the part of Black, even without the move. But finding that White can draw, we once more insert it in our pages.

VARIATION A.

WHITE.

- 3.
4. K. to Q. B. sixth
5. K. to Q. Kt. seventh
6. K. to Q. Kt. eighth, and wins.

BLACK.

3. K. to K. square
4. K. to Q. square
5. P. to K. R. fourth

(a) Were White to play K. to K. R. fifth, Black would win by giving check with Pawn.

(b) Black cannot play Kts. Pawn, as White would push Pawn to K. B. sixth, and win.

(c) White could no longer win, if he were to defend Pawn with K. R.'s Pawn.

SOLUTION TO CHESS STUDY No. LVL

WHITE.

1. P. takes Kt. (check)
2. B. to K. Kt. eighth (check)
3. B. to K. sixth
4. K. to K. B. fourth
5. K. to K. fifth
6. K. to Q. sixth
7. K. to K. seventh
8. B. to Q. seventh
9. B. to K. B. fifth (check), and wins.

BLACK.

1. B. takes P.
2. K. to K. R. square (best)
3. B. to Q. sixth or (A) (a)
4. B. to Q. Kt. fourth (best)
5. B. to K. square
6. K. to K. R. second
7. K. to K. Kt. third
8. B. to K. B. second

VARIATION A.

- 3.
4. K. to K. B. fifth
5. B. to Q. fifth
6. K. to K. fifth
7. P. to K. B. seventh, and wins.

3. B. to K. square
4. K. to K. R. second
5. B. to Q. second (ch.) or (B)
6. K. to K. Kt. third

VARIATION B.

- 5.
6. K. to K. sixth
7. K. to K. seventh
8. B. to K. sixth
9. B. to K. B. seventh
10. B. to K. eighth
11. B. to Q. seventh, and wins.

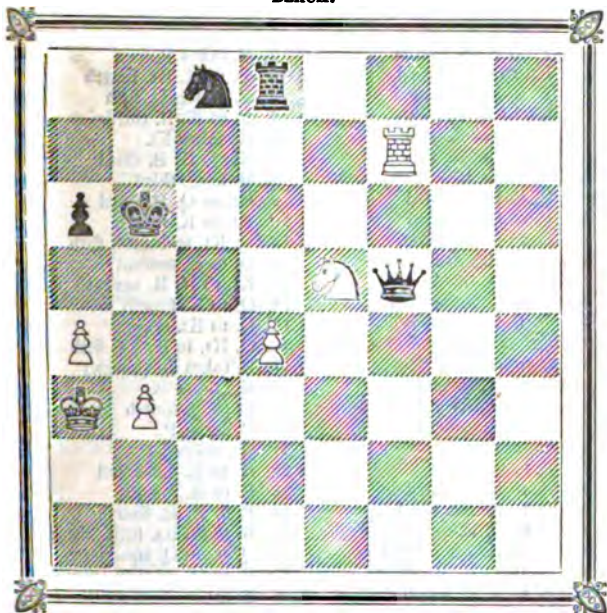
5. K. to K. R. second
6. K. to K. R. third
7. K. to K. Kt. fourth
8. B. to K. R. fourth
9. B. to Q. eighth
10. B. to Q. Kt. sixth

(a) Black dare not play King, as White would force the exchange of Bishop, and win.

Mr. Williams has lately played two matches at the London Chess Club—one with Mr. Mongredien, and a second with Mr. Medley—in both of which he bore off the palm of victory. The matches consisted of the first four in seven games, irrespective of draws; with the exception of one draw in each match, Mr. W. won all the games played. This gentleman is now engaged to play a third with Herr Horwitz, the best of thirteen games, which will be commenced immediately at the same club.

ENIGMA No. XXIX, BY MR. R. A. BROWN.

BLACK.



WHITE.

White to move, and mate in five moves.

SOLUTION TO ENIGMA No. XXVIII.

WHITE.

1. R. takes R.
2. B. to Q. Kt. eighth (check)
3. Kt. or R. mates.

BLACK.

1. K. moves.
2. K. moves.

GAMES PLAYED BY CORRESPONDENCE BETWEEN MESSRS.
PIERCY AND HARRIS.

No. I.

WHITE. (MR. P.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. Kt. fifth
6. Kt. takes K. B. P.
7. Q. takes Kt. P.
8. Q. takes B. P.
9. Q. to K. B. third
10. P. to Q. B. third
11. Q. to K. B. fifth
12. Q. to B. third
13. P. to Q. third
14. Q. to K. B. second
15. Q. B. to K. third
16. Kt. to Q. second
17. Q. takes Q.
18. K. to K. second
19. K. takes Kt.
20. B. to K. second
21. Kt. takes P.
22. P. takes Kt.
23. K. to K. B. third
24. P. to K. Kt. third
25. B. to Q. B. fourth
26. K. to K. Kt. second
27. Q. R. to K. B. square
28. R. to K. B. second
29. K. takes R.
30. K. to K. third
31. K. to Q. second
32. K. to B. second

BLACK. (MR. H.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. third
6. K. takes Kt.
7. Kt. to K. B. third
8. B. to Q. third
9. Kt. to Q. B. third
10. Kt. to K. fourth
11. Q. Kt. to K. Kt. fifth
12. Q. to K. second
13. Kt. to K. R. seventh
14. Q. to K. fourth
15. Q. to Kt. sixth
16. Q. Kt. to K. Kt. fifth
17. B. takes Q. (check)
18. Kt. takes B.
19. P. to Q. fourth
20. P. takes P.
21. Kt. takes Kt.
22. K. to K. Kt. third
23. B. to K. fourth
24. P. to K. R. fourth
25. B. to K. Kt. fifth (check)
26. Q. R. to Q. square
27. R. to Q. seventh (check)
28. R. takes R. (check)
29. R. to K. B. square (check)
30. R. to K. B. sixth (check)
31. B. takes Kt. P.
32. K. to B. third

And White resigns.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *Chess Player*, 19, Strand.

SIMPLE SIMON.—Your complimentary letter has come to hand. The part relating to the new notation we shall give in our columns.

JUDY.—We have received your ingenious solution; but unfortunately your problem can be solved quite differently.

LONDON:

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THE
CHESS PLAYER.

EDITED BY

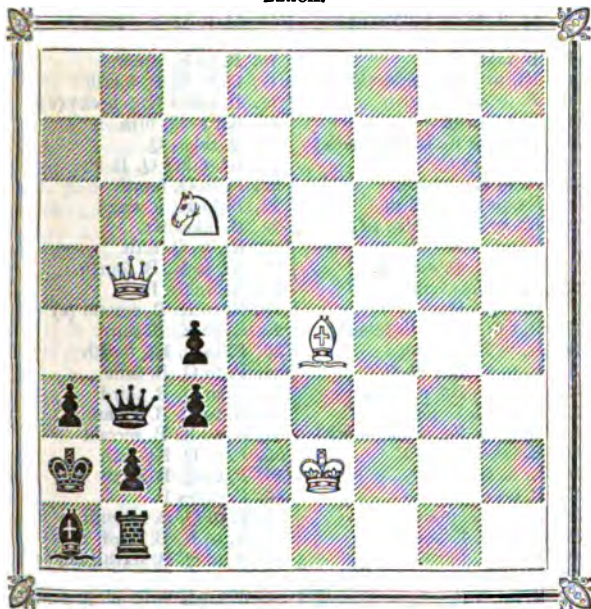
Kling and Horwitz.

Vol. II—No. 30. FEB. 7, 1852.

Price 2d.

PROBLEM No. XXX, BY MR. HORWITZ.

BLACK.



WHITE.

White playing first mates in seven moves.

FIRST GAME IN THE MATCH BETWEEN MR. HORWITZ AND
MR. WILLIAMS.

WHITE. (MR. W.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. Kt. to Q. B. third
6. B. to Q. B. fourth
7. Castles
8. Kt. takes Kt.
9. Q. to Q. third (a)
10. Q. takes P.
11. R. to K. square
12. Kt. to K. B. third
13. B. to K. B. fourth
14. Q. R. to Q. square
15. Kt. to Q. sixth
16. B. takes B.
17. Kt. to K. Kt. fifth (b)
18. P. to K. B. fourth
19. R. takes R.
20. Q. takes K. B. P. (check)
21. Kt. takes Q.
22. R. to K. seventh
23. Kt. to K. Kt. fifth
24. Kt. to K. B. third (d)
25. P. takes B.
26. K. to K. B. second
27. R. to Q. seventh
28. R. takes Kt.
29. R. to Q. seventh (check)
30. K. to K. Kt. third
31. P. to K. B. fifth (f)
32. R. to Q. Kt. seventh
33. K. to K. B. fourth
34. R. to Q. Kt. sixth (check)
35. R. takes Q. R. P.
36. R. to Q. sixth
37. P. takes P.
38. R. to Q. square
39. R. to Q. B. square
40. K. to K. third
41. K. to Q. second (h)
42. R. takes P.
43. K. to K. third
44. K. to Q. fourth
45. R. to Q. B. sixth (check)

BLACK. (MR. H.)

1. P. to Kt. fourth
2. P. to Q. third
3. P. takes P.
4. Kt. to K. B. third
5. B. to K. second
6. Castles
7. Kt. takes K. P.
8. P. to Q. fourth
9. P. takes B.
10. P. to Q. Kt. third
11. P. to Q. B. fourth
12. B. to Q. Kt. second
13. Kt. to Q. B. third
14. Q. to Q. B. square
15. B. takes Kt.
16. B. to K. square
17. Q. to K. R. fourth
18. R. takes R. (check) (c)
19. Kt. to Q. fifth
20. Q. takes Q.
21. Kt. takes Q. B. P.
22. B. to Q. fourth
23. P. to K. R. third
24. B. takes Kt.
25. Kt. to Q. fifth
26. Kt. to K. B. fourth
27. Kt. takes B.
28. K. to K. B. second (e)
29. K. to K. B. third
30. P. to Q. Kt. fourth
31. P. to Q. B. fifth
32. P. to Q. R. third
33. R. to Q. B. square
34. K. to K. B. second
35. P. to Q. Kt. fifth
36. P. to Q. B. sixth
37. P. takes P.
38. P. to Q. B. seventh
39. K. to K. B. third
40. R. to Q. B. sixth (ch.) (g)
41. R. takes K. B. P.
42. R. takes P. on K. B. fourth
43. R. to Q. R. fourth
44. P. to K. Kt. fourth
45. K. to K. second (h)

WHITE. (MR. W.)

46. R. to Q. B. second
47. K. to Q. B. fourth
48. K. to Q. Kt. fourth (dis. ch.)
49. P. to Q. B. fourth
50. R. to Q. B. third
51. R. to K. third
52. K. to Q. B. third (l)
53. R. to K. fifth
54. P. to Q. R. fifth (ch.) (m)
55. R. to K. R. fifth
56. R. to K. Kt. fifth
57. K. to Q. fourth

BLACK. (MR. H.)

46. K. to Q. third
47. K. to Q. B. third
48. K. to Q. Kt. third
49. R. to K. B. fourth
50. P. to K. Kt. fifth
51. R. to K. B. fifth (check)
52. P. to K. R. fourth
53. P. to K. R. fifth
54. K. to Q. R. third
55. P. to K. R. sixth
56. R. to K. B. sixth (check)
57. Drawn game.

(a) The only move to keep up the attack.

(b) Rook takes R. would have been better, on account of playing R. to K. square, attacking Queen.

(c) Kt. to Q. fifth might have been a more counter attacking move, as White could never change Rook, leaving King's file open for Q. R.

(d) Kt. to B. third would cause White to lose a Pawn besides the attack.

(e) Evidently Black could not at this point play R. to Kts. square, because R. goes to Q. seventh, and wins at least a move by compelling Rook back to R. square. Had Black, instead of that, pushed on Pawn to B. third, R. plays R. seventh, and Black's game was spoiled.

(f) A master-move, leaving B. fourth open for the King, as Black cannot take Pawn with K. without losing.

(g) The only move to give Black a chance of winning.

(h) The only move.

(i) It would have been dangerous to go to B. fourth with King.

(j) If King went to Kts. third, R. would play to K. B. sixth, and win an important time.

(m) From the first move to this prudent one White kept up the attack.

SOLUTION TO PROBLEM No. XXIX.

WHITE.

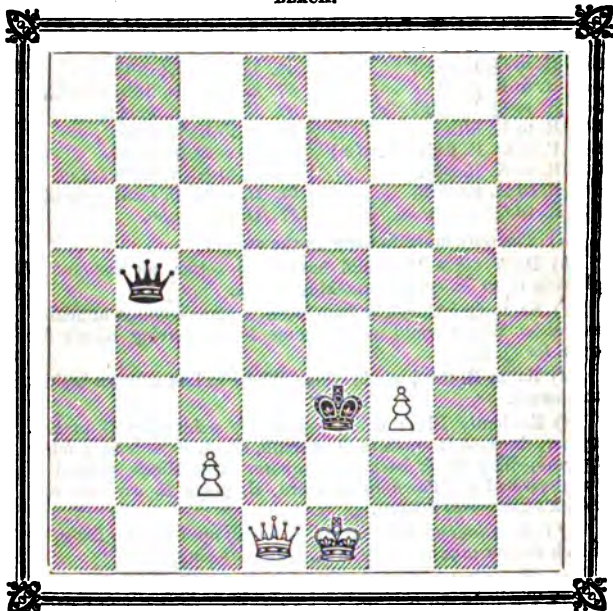
1. Kt. to B. sixth
2. King to Kt. second
3. B. to K. third
4. R. to K. B. fourth (check)
5. R. to K. B. square
6. B. takes R.
7. Rook mates.

BLACK.

1. P. to K. R. fourth
2. Q. R. to K. Kt. square
3. R. to K. Kt. third
4. R. to K. Kt. fifth (best)
5. R. to K. B. fifth
6. Anything.

CHESS STUDY No. LIX., BY THE AUTHORS.

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY, No. LVII.

WHITE.

1. R. to Q. fourth (check)
2. Q. to B. square (check)

And forces stalemate by offering Rook.

BLACK.

1. Q. takes R. or (A)
2. Kt. takes Q. (best)

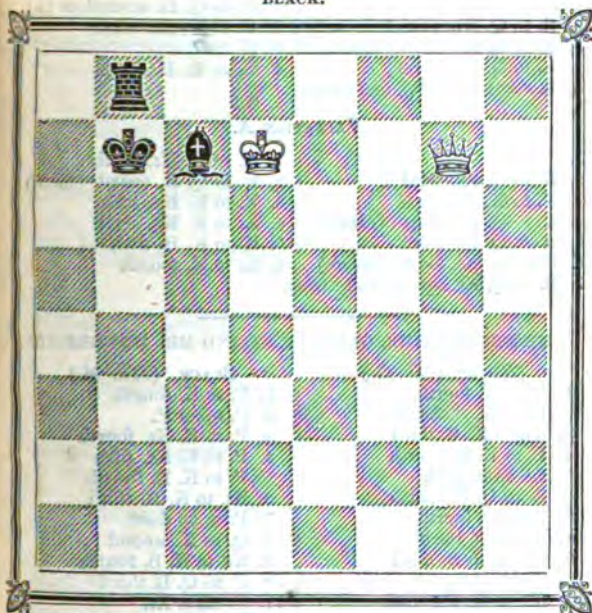
VARIATION A.

- 1.
2. Q. takes K. Kt. P. (check)
3. Rook checks perpetually.

1. K. takes R.
2. R. takes Q. or (B)

CHESS STUDY No. LX., BY THE AUTHORS.

BLACK.



WHITE.

White, with move, can only draw.

VARIATION B.

WHITE.

- 2.
3. Q. to K. seventh (check)
4. Q. to K. sixth (check)
5. Q. to R. sixth (check)
6. Q. to K. sixth (check)
7. Q. to R. sixth (check)

BLACK.

2. K. to K. fifth (best)
3. K. takes R. (best)
4. K. to Kt. fourth (best)
5. K. to B. fourth
6. K. to Kt. fourth
7. K. to Kt. fifth

And stalemates or checks perpetually.

SOLUTION TO CHESS STUDY No. LVIII

WHITE.

1. P. to K. R. fifth
2. R. to Q. Kt. second
3. R. to Q. Kt. third (check)
4. R. to Q. Kt. second
5. R. takes P. (best), and draws.

BLACK.

1. P. to Q. B. seventh or (A)
2. K. to K. Kt. sixth
3. K. moves
4. K. to K. B. sixth

VARIATION A.

- 1.
2. R. to Q. Kt. third
3. K. to K. Kt. sixth
4. R. to Q. Kt. fourth (check)
5. R. to Q. Kt. third
6. R. to Q. Kt. fourth (check)
7. R. to Q. Kt. square, and draws.

1. K. to K. Kt. sixth
2. R. to Q. B. fourth (check)
3. K. to K. Kt. fifth
4. K. to K. Kt. sixth
5. K. to K. B. fifth
6. K. to K. fourth

GAME BETWEEN MR. GREENAWAY AND MR. MONGREDIEN.

WHITE. (MR. G.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. Q. Kt. to B. third
10. K. Kt. takes P.
11. Kt. to K. Kt. sixth
12. B. to K. Kt. fifth
13. P. takes Kt. (a)
14. Q. to K. second (check)
15. Castles Q. R. (b)
16. K. R. to K. square
17. B. takes B.
18. Q. to K. B. second
19. P. takes Kt.
20. B. takes P. (d)
21. Kt. takes P.
22. Kt. to K. B. sixth (check)

BLACK. (MR. M.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to Q. third
8. Q. to K. second
9. Kt. to K. B. fourth
10. P. to Q. B. third
11. P. takes Kt.
12. Q. to K. Kt. second
13. Q. B. takes P.
14. B. to K. second
15. Kt. to Q. second (c)
16. R. to K. R. second
17. Q. takes B.
18. Kt. to K. fourth
19. P. to Q. fourth
20. P. takes B.
21. Q. to K. B. second
- Resigned.

(a) A lively exchange of the compliments of the season.

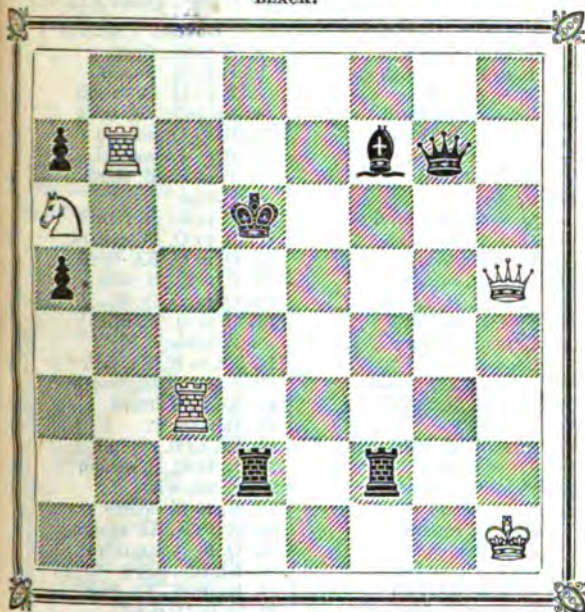
(b) We should have preferred B. to K. sixth.

(c) We are inclined to the opinion that K. to Q. square would have been more forcing.

(d) Brilliant; played in Mr. G.'s usual dashing style.

ENIGMA No. XXX., BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in four moves.

SOLUTION TO ENIGMA No. XXIX.

WHITE.

1. P. to Q. R. fifth (check)
2. R. to Q. Kt. seventh
3. Kt. to Q. B. sixth (check)
4. Kt. to Q. R. seventh (check)
5. P. mates.

BLACK.

1. K. takes P. (best)
2. Kt. to Q. Kt. third
3. K. moves.
4. K. moves.

GAME BETWEEN HERR LORWENTHAL AND A. BOWER, **ESQ.**,
ST. JOHN'S, CAMBRIDGE; THE FORMER GIVING Q. R. IN
EXCHANGE FOR Q. KT.

(Remove Black's Queen's Rook and White's Queen's Knight.)

BLACK. (HERR. L.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. fifth
4. Kt. to K. B. third
5. P. to Q. B. third
6. P. to Q. fourth
7. B. to Q. third
8. Castles
9. Q. to Q. B. second
10. Q. to K. second
11. B. to K. third
12. K. to R. square
13. B. to Q. B. second
14. P. to Q. R. third
15. Kt. to K. square
16. Kt. takes B.
17. B. to K. Kt. square
18. P. to K. R. third
19. P. takes P.
20. Q. to K. R. fifth
21. Kt. to K. third
22. P. to K. R. fourth
23. B. takes B.
24. Q. to Q. square
25. R. to B. second
26. Kt. to Q. second
27. B. to K. Kt. fifth
28. R. to K. second
29. Kt. to K. B. third
30. Kt. to K. fifth
31. P. takes P.
32. Q. to Q. R. fourth
33. K. to Kt. square
34. Q. to K. eighth
35. Kt. takes Kt.
36. R. to K. fifth
37. Q. to Kt. eighth
38. R. to K. third

WHITE. (MR. B.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Kt. to K. R. third
5. B. to Q. second
6. B. to K. second
7. P. to K. B. third
8. Castles
9. P. to K. B. fourth
10. R. to Q. B. square
11. Q. to Q. Kt. third
12. P. to Q. B. fifth
13. Q. takes Q. Kt. P.
14. B. to Q. R. fifth
15. B. takes B.
16. Kt. to K. Kt. fifth
17. P. to K. Kt. fourth
18. Kt. to R. third
19. B. takes P.
20. Kt. to B. second
21. R. to Q. B. second
22. B. takes Kt.
23. K. to R. square
24. R. to K. Kt. square
25. Q. to Q. Kt. third
26. Kt. takes P.
27. Kt. to K. Kt. fifth
28. Q. to Q. third
29. P. to K. R. third
30. P. takes B.
31. R. takes P.
32. R. to R. fourth (check)
33. K. to Kt. second
34. R. to R. third
35. P. takes Kt.
36. Q. to K. second
37. P. to K. Kt. sixth
38. R. to R. eighth (check)

And Black resigns.

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THE
CHESS PLAYER.

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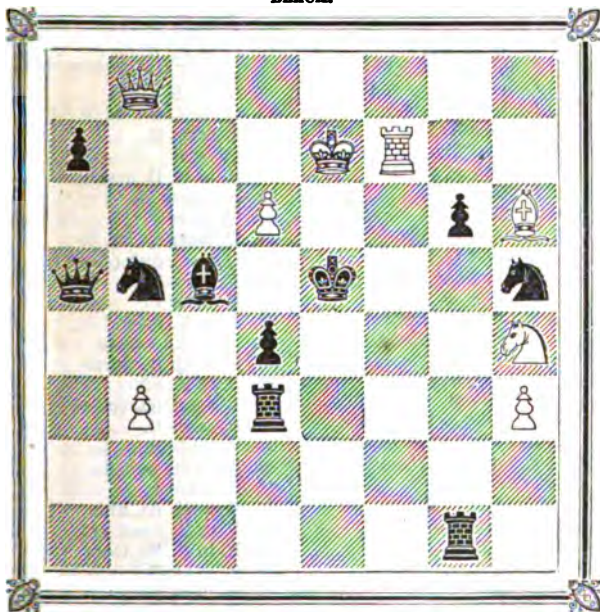
Kling and Horwitz.

VOL. II—No. 31. FEB. 14, 1852.

Price 2d.

PROBLEM No. XXXI, BY MR. C. T. ATKINS (Weymouth).

BLACK.



WHITE.

White moving first to checkmate in five moves.

GAMES PLAYED BY CORRESPONDENCE BETWEEN MESSRS.
PIERCY AND HARRIS.

No. II.

WHITE. (MR. H.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Q. P. takes P.
5. Kt. to K. Kt. fifth
6. P. to K. sixth
7. Q. to K. R. fifth (check) (a)
8. Q. to K. R. third
9. P. to Q. B. fourth
10. Kt. takes K. P.
11. Q. to Q. third
12. B. to K. second
13. Kt. to K. Kt. fifth
14. Castles
15. Kt. to K. fourth
16. P. to K. B. fourth
17. Q. Kt. to Q. second
18. Kt. to K. B. third
19. B. takes Kt.
20. Q. takes P. (b)
21. P. to Q. R. third
22. Kt. to K. fifth
23. P. takes Kt.
24. B. to K. B. third
25. Q. takes Q. R. P.
26. Q. takes Q.
27. Kt. to K. B. second
28. P. to Q. R. fourth
29. R. to Q. R. second
30. P. to Q. R. fifth
31. P. to Q. R. sixth
32. B. takes B.
33. Q. R. takes B.
34. R. to B. eighth (check)
35. R. takes R. (check)
36. P. takes P.
37. R. to B. sixth
38. P. to Kt. third
39. K. to B. second
40. K. to B. third
41. K. to K. third
42. K. to Q. third
43. K. to B. third
44. R. to Q. R. sixth

BLACK. (MR. P.)

1. P. to K. fourth
2. P. to Q. third
3. P. to K. B. fourth
4. K. B. P. takes P.
5. P. to Q. fourth
6. Kt. to K. R. third
7. P. to K. Kt. third
8. Q. to K. B. third
9. P. to Q. fifth
10. Q. takes K. P.
11. Kt. to K. B. fourth
12. Kt. to Q. B. third
13. Q. to K. B. third
14. P. to K. R. third
15. Q. to K. R. fifth
16. B. to K. third
17. Kt. to K. sixth
18. Q. to K. second
19. P. takes B.
20. Castles
21. B. to K. B. fourth
22. Kt. takes Kt.
23. Q. takes P.
24. Q. takes Q. Kt. P.
25. Q. to Q. fifth (check)
26. R. takes Q.
27. R. takes P.
28. B. to K. second
29. K. to Kt. square
30. B. to Q. B. fourth
31. B. to K. fifth
32. B. takes Kt. (check)
33. R. takes B.
34. R. takes R.
35. K. to R. second
36. K. takes P.
37. R. to K. Kt. fifth
38. P. to R. fourth (c)
39. R. to K. Kt. fourth
40. P. to Q. B. fourth
41. K. to B. second
42. R. to K. Kt. fifth
43. K. to Q. second
44. P. to K. Kt. fourth

WHITE. (MR. H.)

45. R. to K. Kt. sixth
46. R. to Q. B. sixth
47. P. takes P.
48. R. takes P.
49. K. to Q. third
50. K. to K. third
51. K. to B. second
52. K. to Kt. second
53. R. to K. fifth
54. R. to K. fourth
55. K. to Kt. third
56. K. to R. second
57. R. takes R.

BLACK. (MR. P.)

45. K. to K. second
46. P. to R. fifth
47. R. takes P.
48. K. to B. third
49. R. takes P.
50. R. to R. sixth (check)
51. K. to Kt. third
52. R. to Q. sixth
53. K. to R. fourth
54. R. to Q. eighth
55. R. to Kt. eighth (check)
56. R. to Kt. fifth
57. K. takes R.

58. K. to Kts. second (d), and draws.

(a) Kt. takes R. P. would have been better.

(b) This and the few following moves are weak.

(c) P. to Q. B. fourth would have won the game.

(d) The latter part of the game is remarkably well played on both sides.

GAME BETWEEN A. BOWER, ESQ., ST. JOHN'S, CAMBRIDGE,
AND MR. S— OF PLYMOUTH.

WHITE. (MR. B.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. P. to Q. fourth
6. P. to Q. B. third
7. Castles
8. P. to K. fifth
9. Kt. takes P.
10. R. to K. square
11. P. to Q. fifth
12. P. to Q. sixth
13. P. takes P.
14. B. takes B.
15. Q. to Q. eighth (check)
16. Kt. mates.

BLACK. (MR. S.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. B. to K. Kt. second
5. P. to Q. third
6. P. to K. R. third
7. Q. to K. B. third
8. P. takes P.
9. B. to K. third
10. K. to B. square
11. B. to K. B. fourth
12. B. to K. third
13. Kt. to Q. R. third
14. Q. takes B.
15. Q. to K. square

SOLUTION TO ENIGMA No. XXX.

WHITE.

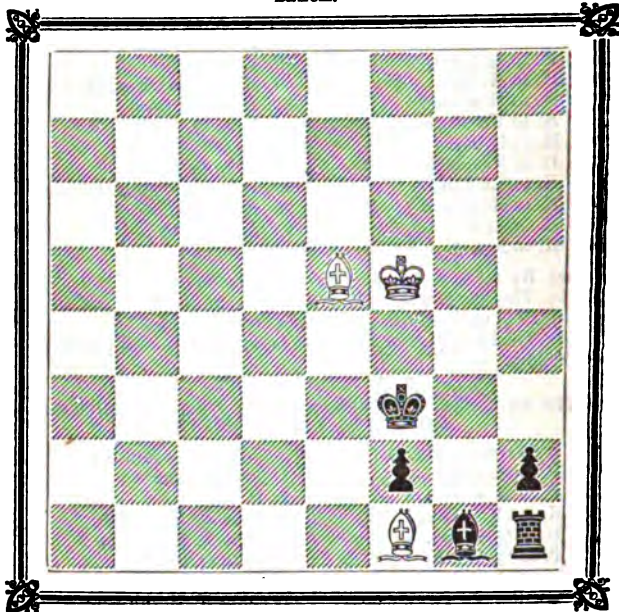
1. R. to Q. B. sixth (check)
2. Q. to Q. B. fifth (check)
3. Q. to Q. B. seventh (check)
4. Q. mates.

BLACK.

1. K. takes R.
2. K. takes R.
3. King anywhere.

CHESS STUDY No. LXI., BY THE AUTHORS.

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY, No. LIX.

WHITE.

1. Q. to Q. third (check) (a)
2. P. takes Q.
3. K. to K. B. second
4. K. to K. Kt. third
5. K. to K. Kt. fourth
6. K. to K. B. fourth, and wins in the usual way.

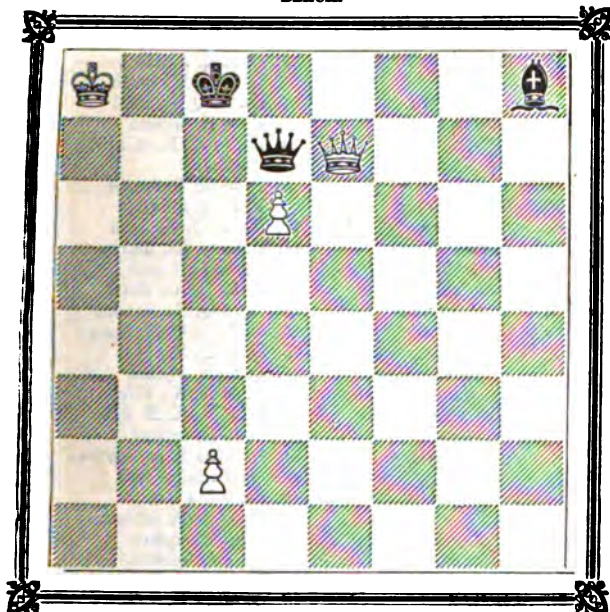
BLACK.

1. Q. takes Q.
2. K. takes Q. Pawn
3. K. to Q. fifth
4. K. to K. fourth
5. K. to K. B. third

(a) This example will show how speedily a game may be decided if a player is acquainted with the different endings of games.

CHESS STUDY No. LXII, BY THE AUTHORS.

BLACK.



WHITE.

White moves first and wins.

SOLUTION TO CHESS STUDY No. LX.

WHITE.

BLACK.

- | | |
|--------------------------------|-----------------------|
| 1. Q. to K. Kt. second (check) | 1. K. to Q. Kt. third |
| 2. Q. to Q. B. sixth (check) | 2. K. to Q. R. second |

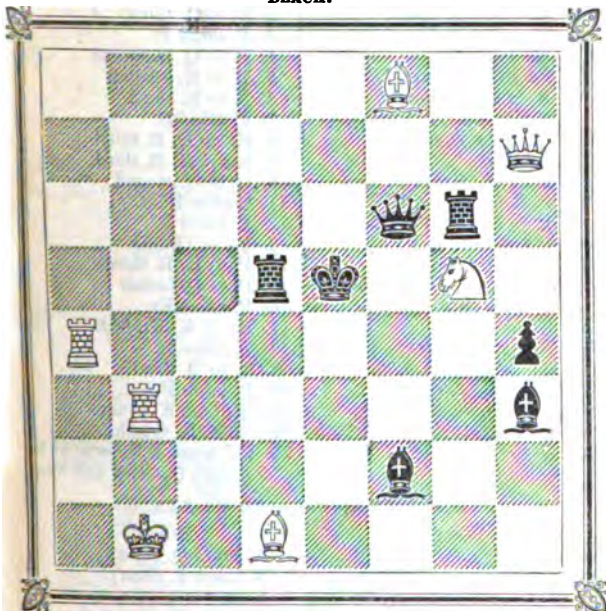
And White dare not take B. either with King or Queen without drawing the game.

SECOND GAME IN THE MATCH BETWEEN MR. HORWITZ AND
MR. WILLIAMS.

- | BLACK. (MR. H.) | WHITE. (MR. W.) |
|-----------------------------|-----------------------------------|
| 1. P. to K. fourth | 1. P. to K. third |
| 2. P. to K. B. fourth | 2. P. to Q. fourth |
| 3. P. to K. fifth | 3. P. to Q. B. fourth |
| 4. Kt. to K. B. third | 4. Kt. to Q. B. third |
| 5. B. to K. second | 5. B. to K. second |
| 6. Castles | 6. Kt. to K. R. third |
| 7. Kt. to Q. B. third | 7. Castles |
| 8. P. to Q. third | 8. P. to K. B. fourth |
| 9. Q. to K. square | 9. P. to Q. fifth |
| 10. Kt. to Q. square | 10. Kt. to Q. Kt. fifth |
| 11. Q. to Q. second | 11. P. to Q. Kt. fourth |
| 12. P. to Q. R. third | 12. Kt. to Q. fourth |
| 13. P. to K. R. third | 13. Q. to Q. Kt. third |
| 14. K. to K. R. second | 14. B. to Q. Kt. second |
| 15. P. to Q. Kt. third | 15. Q. R. to Q. B. square |
| 16. Q. B. to Q. Kt. second | 16. Q. to Q. B. third |
| 17. Q. R. to Q. B. square | 17. Q. to K. square |
| 18. Kt. to K. Kt. square | 18. Q. to K. Kt. third |
| 19. B. to K. B. third | 19. K. B. to K. R. fifth |
| 20. Kt. to K. second | 20. B. to K. second |
| 21. P. to Q. B. fourth | 21. P. takes P. <i>en passant</i> |
| 22. Q. Kt. takes P. | 22. Q. Kt. takes Kt. |
| 23. B. takes Q. B. | 23. Kt. takes Kt. |
| 24. Q. takes Kt. | 24. R. to Q. B. second |
| 25. B. to K. B. third | 25. Q. to K. square |
| 26. P. to Q. fourth | 26. Q. to Q. second |
| 27. K. R. to Q. square | 27. P. takes Q. P. |
| 28. R. takes R. | 28. Q. takes R. |
| 29. Q. takes Kt. P. | 29. P. to K. Kt. fourth |
| 30. R. takes Q. P. | 30. Q. to Q. B. seventh |
| 31. Q. to Q. seventh | 31. Q. takes B. |
| 32. Q. takes B. | 32. Q. takes R. |
| 33. Q. takes Kt. P. (check) | 33. K. to R. square |
| 34. Q. takes Kt. | 34. K. to Kt. square |
| 35. Q. takes K. P. (check) | 35. K. to R. square |
| 36. Q. to K. R. sixth | 36. Q. to Q. square |
| 37. B. to Q. fifth | 37. Q. to K. second |
| 38. P. to Q. Kt. fourth | 38. Q. to K. Kt. second |
| 39. Q. to Q. sixth | 39. P. to K. R. fourth |
| 40. P. to K. sixth | 40. P. to K. R. fifth |
| 41. Q. to K. fifth | 41. Q. takes Q. |
| 42. P. takes Q. | 42. R. to K. square |
| 43. P. to K. Kt. fourth | 43. P. takes P. <i>en passant</i> |
| 44. K. takes P. | 44. K. to Kt. second |
| 45. K. to B. fourth | 45. K. to Kt. third |

ENIGMA No. XXXL, BY MR. C. T. ATKINS (Weymouth.)

BLACK.



WHITE.

White moving first can checkmate in four moves.

BLACK. (MR. H.)

46. B. to Q. B. fourth
47. B. to Q. Kt. fifth
48. K. to Kt. third
49. B. to Q. seventh
50. P. to R. fourth (check)
51. P. to Q. Kt. fifth
52. K. to B. fourth
53. P. to R. fifth (check)
54. K. takes P., and wins.

WHITE. (MR. W.)

46. R. to K. R. square
47. R. to K. R. fifth (check)
48. R. to K. R. second
49. K. to Kt. fourth
50. K. to Kt. third
51. K. to R. fourth
52. K. to Kt. third
53. K. takes P.

GAME BETWEEN MR. WILLIAMS AND MR. MONGREDIEN.

WHITE. (MR. W.)	BLACK. (MR. M.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. P. to Q. B. fourth
5. Kt. to K. B. third	5. B. to K. second
6. B. to Q. B. fourth	6. B. to K. third
7. B. takes B.	7. P. takes B.
8. Kt. to Q. B. third	8. Kt. to Q. B. third
9. Castles	9. Kt. to K. B. third
10. Kt. to K. Kt. fifth	10. Q. to Q. second
11. P. to K. B. fourth	11. Castles K. R.
12. P. to K. B. fifth	12. P. takes P.
13. P. takes P.	13. Kt. to Q. fifth
14. Q. to Q. third	14. P. to K. R. third
15. Q. to Q. B. fourth (check)	15. P. to Q. fourth
16. Q. to Q. third	16. P. takes Kt.
17. B. takes P.	17. Kt. to K. Kt. fifth
18. B. takes B.	18. Q. takes B.
19. Kt. takes Q. P.	19. Q. to Q. third
20. Kt. to K. B. fourth	20. R. takes P.
21. P. to K. Kt. third	21. Q. R. to K. square
22. Q. R. to K. square	22. Kt. to K. fourth
23. Q. to Q. square	23. Kt. from K. fourth to B. sixth (check), and wins.

SOLUTION TO PROBLEM No. XXX.

WHITE.	BLACK.
1. Q. takes Q. (check)	1. K. takes Q. (best)
2. B. to Q. B. second (check)	2. K. takes B. (best)
3. Kt. to Q. fourth (check)	3. K. moves
4. K. to K. square	4. P. to Q. R. seventh (best)
5. K. to K. second	5. P. to Q. B. seventh
6. K. to K. square	6. P. to Q. B. sixth
7. Kt. mates.	

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

F. ROBINSON.—Your idea of chess shorthand is ingenious; and we should be happy to publish your letter on the subject, but our printer states that he has no *sorts*.

B.—See answer to R. M., page 16.

BRIDPORT.—You are right. Problem No. XVII. should have a White Pawn on K. R. fifth.

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THE
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EDITED BY

Kling and Horwitz.

Vol. II.—No. 32. FEB. 21, 1852.

Price 2d.

PROBLEM No. XXXII. BY MR. ROLL.

BLACK.



WHITE.

White playing first mates in four moves.

GAME PLAYED BY CORRESPONDENCE BETWEEN MR. KEMPE
OF EXETER, DEVON, AND MR. ROBINSON OF BRIXTON,
SURREY.

WHITE. (MR. K.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to K. B. fourth
4. Q. to K. R. fifth
5. R. takes B.
6. P. takes P.
7. P. to Q. third
8. Q. to K. Kt. fifth
9. P. to K. Kt. fourth
10. B. to K. third
11. R. to B. square
12. P. to K. R. third
13. Kt. to Q. second
14. R. takes Kt.
15. P. takes B.
16. Q. R. to B. square
17. K. to Q. square
18. R. takes Kt.
19. P. to Q. B. third
20. P. to K. R. fourth
21. B. to B. fifth (a)
22. K. to K. second
23. R. takes R.
24. B. takes R.
25. K. to Q. third
26. P. to K. R. fifth
27. Kt. to B. third
28. Kt. takes K. P.
29. K. to K. third
30. Kt. to K. Kt. sixth
31. R. to B. eighth (check)
32. Kt. takes Q.
33. P. takes P.
34. P. to Q. Kt. sixth
35. K. takes P.
36. K. to Q. fourth
37. K. to K. fourth
38. K. to B. fifth
39. K. to Kt. sixth
40. K. takes P. on B. second
41. P. to R. sixth
42. P. to R. seventh

BLACK. (MR. R.)

1. P. to K. fourth
2. R. to Q. B. fourth
3. B. takes K. Kt.
4. Q. to K. second
5. P. to Q. third
6. P. takes P.
7. Kt. to K. B. third
8. Castles
9. Kt. to Q. B. third
10. Q. to her third
11. K. to R. square
12. Q. to Q. Kt. fifth (check)
13. B. to K. third
14. B. takes B.
15. Kt. to Q. fifth
16. Q. takes Q. Kt. P.
17. Kt. to K. third
18. P. takes R.
19. Q. R. to Q. square
20. Q. R. to Q. third
21. R. to K. B. eighth (check)
22. P. to K. R. third
23. P. takes Q.
24. P. takes B.
25. K. to K. Kt. square
26. Q. takes Q. R. P.
27. P. to Q. fourth
28. P. takes K. P. (check)
29. P. to Q. Kt. fourth
30. Q. to Q. R. sixth
31. Q. takes R.
32. K. takes Kt.
33. K. to K. second
34. Q. R. P. takes P.
35. K. to Q. third
36. P. to Q. Kt. fourth
37. P. to K. fourth
38. K. to Q. fourth
39. P. to K. fifth
40. P. to K. sixth
41. P. to K. seventh
42. P. "Queens."

And White resigned.

(a) Mr. Kempe regretted that he had not moved Q. to K. seventh at this juncture.

TWO GAMES PLAYED AT THE DUNDEE CHESS CLUB BETWEEN
MR. G. B. FRASER AND MR. BAXTER.

No. I.

BLACK. (MR. G. B. F.)

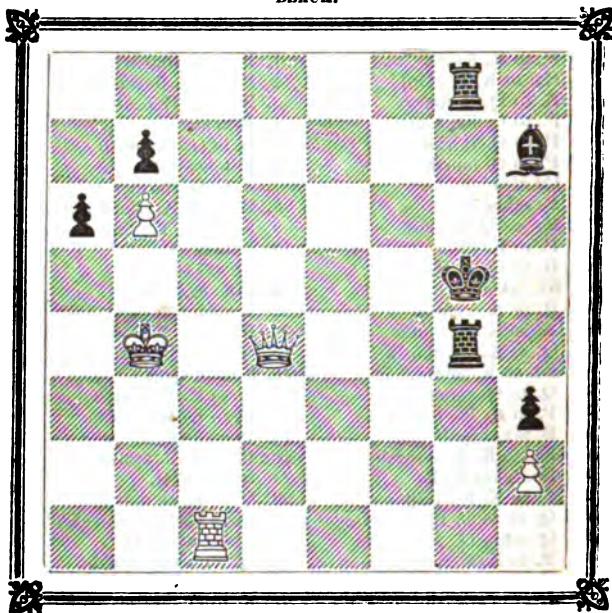
1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth
7. Castles
8. P. takes P.
9. Kt. to Q. B. third
10. P. to K. fifth
11. B. to Q. R. third
12. Kt. takes K. P.
13. R. to K. square
14. K. to K. R. square
15. Q. to K. Kt. fourth
16. Kt. to K. fourth
17. Q. to Q. square
18. P. to K. Kt. fourth
19. B. takes Q. B.
20. Kt. to K. B. seventh
21. Kt. takes K. R.
22. P. to K. Kt. fifth
23. Q. R. to Q. B. square
24. Q. takes Q.
25. R. to K. second
26. K. to K. Kt. second
27. Kt. to Q. sixth (check)
28. R. takes Kt.
29. R. to K. fourth
30. B. to Q. Kt. second
31. B. takes Kt.
32. P. to K. B. fourth
33. Q. R. to Q. square
34. P. to K. R. fourth
35. P. takes K. P.
36. R. to Q. second
37. R. to K. B. second
38. K. takes R.
39. P. to Q. R. fourth
40. K. to B. third
41. R. to Q. Kt. fourth
42. R. to K. B. fourth (check)
43. R. to K. B. sixth, and, after a few more moves, White sur-
rendered.

WHITE. (MR. B.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. B. fourth
6. P. takes P.
7. P. to Q. third
8. B. to Q. Kt. third
9. Kt. to K. B. third
10. P. takes P.
11. Kt. takes Q. P.
12. B. to K. third
13. P. to K. R. third
14. Kt. to Q. second
15. Q. to K. B. third
16. Castles Q. R.
17. Q. to K. B. fourth
18. Q. to K. R. second
19. P. takes B.
20. P. to K. R. fourth
21. R. takes Kt.
22. Q. to K. B. fourth
23. Q. to K. B. sixth (check)
24. Q. Kt. takes Q.
25. Q. Kt. to K. fourth
26. K. Kt. to Q. fifth
27. K. to Q. second
28. P. takes Kt.
29. P. to K. Kt. third
30. P. to K. fourth
31. B. takes B.
32. R. to K. B. square
33. R. to K. B. fourth
34. P. to Q. R. third
35. B. takes P.
36. P. to Q. Kt. fourth
37. R. takes R.
38. K. to K. third
39. K. to B. fourth
40. P. to Q. fourth
41. B. to Q. B. sixth
42. K. to K. fourth

CHESS STUDY No. LXIII., BY MR. ROLL.

BLACK.



WHITE.

White, with the move, can draw.

SOLUTION TO CHESS STUDY, No. LXI.

WHITE.

1. B. to Q. fourth
2. B. to K. third
3. B. to K. Kt. fifth
4. K. to K. fourth
5. B. to K. B. fourth
6. K. to K. B. fifth
7. B. to K. fifth
8. B. to K. Kt. third
9. K. to K. B. sixth
10. B. to K. second (check)

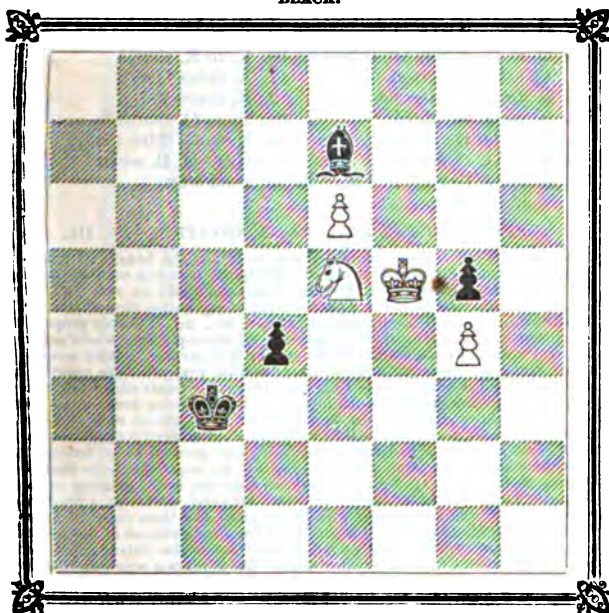
BLACK.

1. K. to K. Kt. sixth
2. K. to K. B. sixth (best)
3. K. to K. Kt. sixth
4. K. to K. Kt. fifth
5. K. to K. R. fourth (best)
6. K. to K. R. fifth
7. K. to K. R. fourth
8. K. to K. R. third
9. K. to K. R. fourth (best)
10. K. to K. R. third

CHESS STUDY No. LXIV., BY W. B. L.

(Ending of a game played Feb. 17 between W. B. L. and R. B.)

BLACK.



WHITE.

White moving first can only draw.

WHITE.

11. B. to K. B. fourth (check)

12. B. to K. B. square

13. B. to K. R. sixth, and mates in four moves.

BLACK.

11. K. to K. R. second

12. K. to K. Kt. square (best)

13. B. to K. R. sixth, and mates in four moves.

SOLUTION TO CHESS STUDY No. LXII.

WHITE.

1. Q. to K. B. eighth (check)

2. Q. to K. B. fifth (check)

3. Q. to Q. B. fifth (check)

4. Q. to K. Kt. fifth (check)

BLACK.

1. Q. to Q. square

2. Q. to Q. second

3. K. to Q. square

4. K. to Q. B. square (best)

WHITE.

5. Q. to K. Kt. eighth (check)
6. Q. to K. Kt. fourth (check)
7. Q. to Q. B. fourth (check)
8. Q. to K. R. fourth (check)
9. Q. takes B. (check)
10. Q. to K. R. seventh (check)
11. Q. takes Q. (check)
12. K. to Q. Kt. second
13. K. to Q. Kt. third
14. K. to Q. Kt. fourth
15. P. to Q. B. fourth
16. K. to Q. B. fifth, and wins in the usual way.

BLACK.

5. Q. to Q. square
6. Q. to Q. second
7. K. to Q. square
8. K. to ~~K~~ square (best)
9. K. to K. B. second
10. K. to K. third
11. K. takes Queen
12. K. takes P.
13. K. to Q. fourth
14. K. to Q. third (best)
15. K. to Q. B. second

LETTERS TO THE EDITORS ON NOTATION.—No. III.

Gentlemen,—If the new notation were only for the benefit of English players, as your correspondent signed "Bridport" seems to want it, there is no need of any reform at all, for the old method would do very well; but when it is considered that every chess-player of any nation cannot read and understand English, French, German, Italian, &c., &c., it is only proper, if we have a new notation, to adopt one that all chess-players, where'er they be, may read and understand; and to answer that purpose, I think you cannot invent a more simple and universal one than that you have inserted in the 13th Number of the CHESS PLAYER. There only wants added to it some universal signs for the Pawns and pieces, so that in writing down or printing a problem those signs may be known by all to represent such and such pieces; whereas, now, the initial letter of the English word is used for them, and consequently very seldom understood, but guessed at by foreigners. But the best method of all would be, and it is not impossible to be done, to have a set of Kings, Queens, &c., cast the same size as the printing capital letters commonly used to denote the piece required; and then, I think, all would be plain sailing for those who play at chess—let them reside at Kamohatka or Timbuctoo. The French differ from us in respect of our worthy Bishop, whom they irreverently not only call *Fou*, but also picture him as such on their diagrams. It is a common saying that it takes a wise man to make a fool; and as we all believe that a bishop ought to be a wise man, is it from that kind of logic that the French conclude that a bishop is a fool? However, if the French were to adopt our heretic Bishop, or we their eccentric Fool, we should be more intelligible to one another, and that would be something gained. Your German notation is the same as that adopted by Alexandre in his monster collection of chess problems. It is very good as far as it goes, but not near so simple as your first method, either for chess-players or printers. However, use your own discretion, and then adopt that method you think best adapted to promote the end in view; but the sooner you begin the better, in order to prove the merits and demerits of the adopted system.

Wishing the CHESS PLAYER infinite success, I remain,

Yours respectfully,

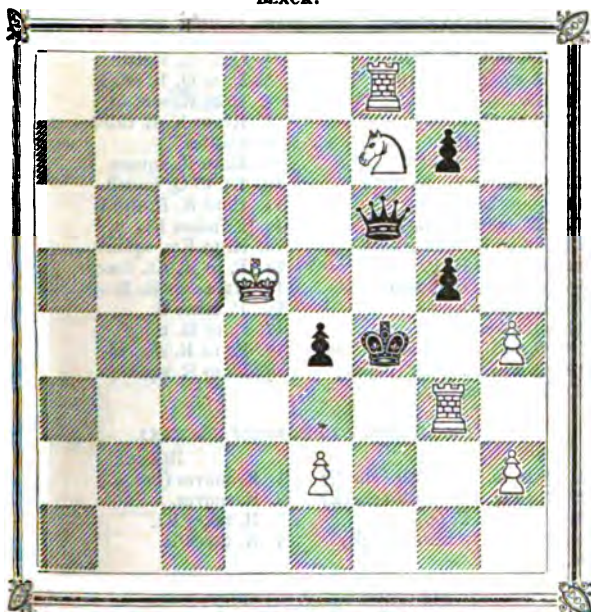
January 17th, 1852.

SIMPLE SIMON.

The annual *soirée*, in connexion with the Reading Chess Club, is fixed for Wednesday, the 10th of March; before the meeting at the New Hall, the members and their friends will dine at the George Inn.

ENIGMA No. XXXII, BY MR. HILLIES.

BLACK.



WHITE.

White mates in two moves.

SOLUTION TO ENIGMA No. XXXI.

WHITE.

1. R. to K. fourth (check)
2. R. to K. B. third (check)
3. Q. to K. R. fifth (check)
4. R. to K. B. fifth, mate.

BLACK.

1. K. moves.
2. K. takes Kt.
3. K. takes Q.

GAME BETWEEN TWO AMATEURS OF THE RYDE CHESS-CLUB.

WHITE. (MR. P.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. takes P.
4. Kt. to Q. B. third
5. B. to Q. B. fourth
6. Castles
7. P. to Q. third
8. B. to K. third
9. Kt. to K. fourth
10. Q. Kt. to K. Kt. fifth
11. Q. to her second
12. Kt. takes K. B. P.
13. Kt. to K. fifth (check)
14. B. takes R. P.
15. P. to K. B. fourth
16. R. takes Kt.
17. Q. takes P.
18. Q. to K. Kt. fourth (check)
19. Q. to Kts. sixth (check)
20. Kt. mates.

BLACK. (MR. J.)

1. P. to K. third
2. P. to Q. fourth
3. Q. takes P.
4. Q. to Q. square
5. P. to Q. B. third
6. B. to K. second
7. Kt. to K. B. third
8. Castles
9. R. to K. square
10. Kt. to Q. fourth
11. P. to K. R. third
12. K. takes Kt.
13. K. to Kts. square
14. P. to K. Kt. fourth
15. Kt. takes R. P.
16. P. takes R.
17. B. to B. third
18. K. to R. second
19. K. to R. square

SOLUTION TO PROBLEM No. XXXI.

WHITE.

1. Q. to K. R. eighth (check)
2. R. to Q. R. eighth (check)
3. Kt. takes P. (check)
4. R. to K. B. fifth (check)
5. Queen mates.

BLACK.

1. K. moves (best)
2. K. moves.
3. R. takes Kt.
4. K. takes R.

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 19, Strand.

A SUBSCRIBER TO THE TOURNAMENT.—Mr. Andersen is now the principal Editor of the Berlin "Schachzeitung," which is a sufficient warranty of its merits. The portrait of our talented friend, which appeared in the January number of that journal, cannot be mistaken; it is one of the happiest illustrations we have ever seen from the daguerreotype.

T. C. A. (Weymouth).—In your problems, avoid unnecessary pieces, as it detracts very much from the beauty of the positions.

A STUDENT.—You should practise with players stronger than yourself, receiving odds to equalise the game. The Philidorian, 19, Strand, offers those advantages which you require.

MR. GRIMSHAW AND B. X.—Received, and will appear in an early number.

LONDON:

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THE
CHESS PLAYER.
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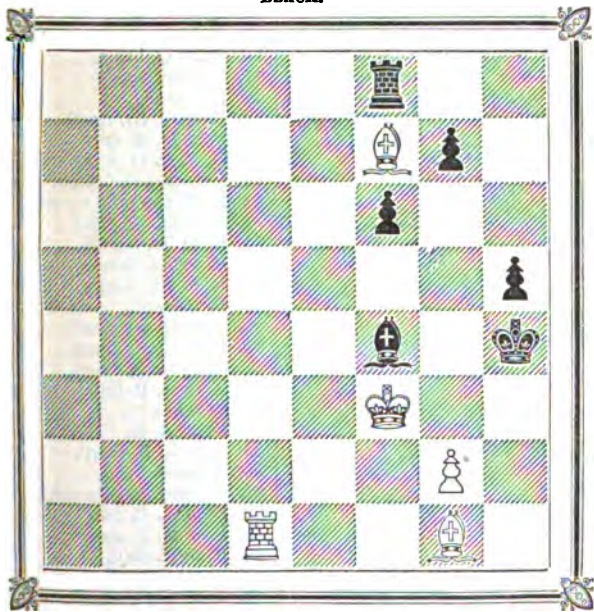
Kling and Horwitz.

Vol. II.—No. 33. FEB. 28, 1852.

Price 2d.

PROBLEM No. XXXIIL, BY HERR KLING.

BLACK.



WHITE.

White gives mate in three moves.

GAME PLAYED BETWEEN MESSRS. MONGREDIEN AND
GREENAWAY.

WHITE. (MR. M.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. third
4. P. takes P.
5. Kt. to K. B. third
6. Castles
7. K. R. to K. square
8. P. to K. R. third
9. Q. takes B.
10. Q. Kt. to B. third
11. Q. B. to K. third
12. P. to Q. R. third
13. Q. B. to Q. B. fifth
14. P. to Q. Kt. fourth
15. B. takes B.
16. Kt. to K. fourth.
17. Kt. takes Kt. (check)
18. Q. takes Q.
19. Q. R. to Q. R. second (a)
20. B. to Q. fifth
21. B. to K. B. third
22. P. to Q. B. third
23. P. takes Kt.
24. K. R. to Q. R.
25. K. to K. B.
26. K. to Kt. second
27. K. to Kt. third
28. P. to Q. B. fourth
29. P. takes P.
30. P. to Q. B. fifth
31. P. to K. R. fourth (check)
32. K. to K. R. third
33. R. to Q. second
34. R. takes R.
35. R. to Q. sixth
36. R. takes Q. B. P.
37. R. to Q. B. seventh
38. K. to R. second
39. R. to K. seventh
40. R. takes K. P.
41. R. takes R.
42. P. to Q. B. sixth
43. P. to Q. B. seventh
44. P. Queens
45. K. to R. third

BLACK. (MR. G.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. Kt. to Q. B. third
6. B. to K. second
7. B. to K. Kt. fifth
8. B. takes Kt.
9. Kt. to K. B. third
10. Castles
11. B. to Q. Kt. fifth
12. B. to Q. R. fourth
13. K. R. to K. square
14. B. to Q. Kt. third
15. Q. R. P. takes B.
16. Kt. to Q. fifth
17. Q. takes Kt.
18. P. takes Q.
19. P. to Q. Kt. fourth
20. P. to Q. B. third
21. Q. R. to Q. R. second (b)
22. Kt. takes B. (check)
23. K. R. to Q. R. square
24. P. to Q. Kt. third
25. K. to Kt. second
26. K. to Kt. third
27. K. to Kt. fourth
28. P. takes P.
29. P. to Q. Kt. fourth
30. P. to K. R. fourth
31. K. to K. B. fourth
32. K. to K. B. fifth
33. R. takes P.
34. R. takes R.
35. P. to K. B. fourth
36. K. takes P.
37. K. takes P. (dis. check)
38. P. to K. B. fifth
39. P. to K. B. sixth
40. R. to K. sixth
41. K. takes R.
42. P. to K. B. seventh
43. P. Queens
44. Q. to K. B. seventh (ch.)
45. Q. to K. B. sixth (check)

WHITE (MR. M.)

46. K. to K. R. second
47. K. to R. third
48. Q. to B. fifth (check)
49. K. to K. R. second
50. K. to K. R.

BLACK. (MR. G.)

46. Q. to K. seventh (check)
47. K. to K. B. seventh
48. Q. to K. sixth (check)
49. P. to K. B. third
50. Q. takes Q.

And White resigned.

(a) These three last moves were made by White to protect his Pawns with R. in proper time.

(b) If Kt. took B., it would be very imprudent, as White could sacrifice the Kt. P., then advance to B. third, and make Black so weak that he would lose his Pawns by degrees.

GAME BETWEEN MR. HORWITZ AND MR. W.; THE FORMER GIVING Q. R., WHICH MUST BE REMOVED FROM THE BOARD.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. Kt. takes Kts. P.
7. B. to K. second
8. B. to K. B. third
9. K. to B. square
10. Q. to K. second
11. P. to Q. B. third
12. Kt. takes Kt.
13. P. to Q. fourth
14. Kt. to Q. third
15. Q. B. takes P.
16. Kt. to Q. second
17. Kt. to K. fourth
18. B. takes Q. P.
19. Q. to K. R. second
20. B. to K. second
21. B. to Q. Kts. eighth
22. Kt. to Q. sixth (check)
23. Kt. to B. fifth (check)
24. Kt. takes Q.
25. Kt. takes R.
26. R. takes B., and Mr. Horwitz ultimately won the game, having a very important Pawn in advance.

BLACK. (MR. W.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kts. fourth
4. P. to K. Kts. fifth
5. Q. to K. second
6. Q. takes K. P. (check)
7. Q. takes Kts. P.
8. Q. to K. Kts. sixth (ch.)
9. B. to K. second
10. Kt. to Q. B. third
11. Kt. to K. fourth (a)
12. Q. to Kts. second
13. P. to Q. third
14. P. to Q. B. third
15. B. to K. third
16. Castles
17. R. to K. square
18. Kt. to K. R. third
19. B. to Q. B. fifth
20. K. R. to Kt. square
21. B. to Q. square
22. K. takes B. (b)
23. B. to B. second
24. B. takes Q.
25. R. takes Kt.

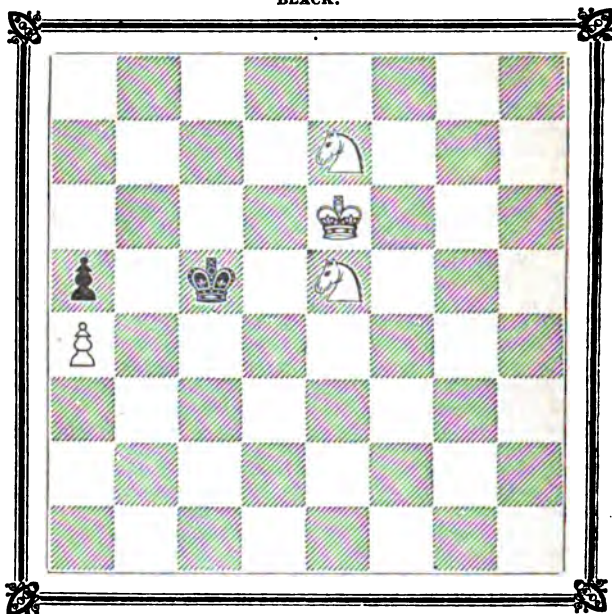
(a) The only move to save Q.

(b) If White had taken R., Black would have interposed Q.

CHESS STUDY No. LXV.

(This end game, by Anonymous of Berlin, appeared in the "Schachzeitung" as a tribute of respect to the Editors of the CHESS PLAYER.)

BLACK.



WHITE.

White wins, without taking Pawn.

SOLUTION TO CHESS STUDY, No. LXIII.

WHITE.

1. R. to K. Kt. square
2. R. takes R.
3. K. to Q. R. fifth
4. K. to Q. Kt. fourth
5. K. to Q. R. fifth, and draws.

BLACK.

1. K. to K. R. fourth
2. R. takes R.
3. R. to K. Kt. fourth (check)
4. R. to K. Kt. fifth

CHESS STUDY No. LXVI.

(The Authors, with gratified feelings, return the compliment to Anonymous of Berlin, by dedicating the following Study to him as a counter souvenir to the one on the preceding page.)

BLACK.



WHITE.

White to move first and win.

SOLUTION TO CHESS STUDY No. LXIV.

WHITE.

1. K. to K. fourth
2. Kt. to Q. seventh
3. Kt. to Q. Kt. sixth
4. Kt. to Q. fifth (check)
5. P. to K. seventh
6. Kt. takes B.

BLACK.

1. B. to K. B. third or (A) (B)
2. B. to Q. square
3. P. to Q. sixth
4. K. to Q. B. seventh
5. B. takes Pawn
6. P. to Q. seventh

WHITE.

7. Kt. to Q. fifth
8. Kt. to K. third (check)
9. K. takes Kt., and wins.

BLACK.

7. P. makes a Kt.
8. Kt. takes Kt.

VARIATION A.

- 1.
2. Kt. to K. Kt. sixth
3. P. to K. seventh
4. Kt. takes B.
5. Kt. to Q. fifth (check), and wins.

1. B. to Q. sq. or K. B. sq.
2. P. to Q. sixth
3. B. takes P.
4. P. to Q. seventh

VARIATION B.

- 1.
2. Kt. to Q. third
3. Kt. to K. square
4. Kt. to Q. B. second
5. Kt. to K. third (check)
6. K. takes P.
7. Kt. to K. B. fifth (check)
8. Kt. takes B.
9. K. to K. third, and White can only draw.

1. B. to Q. B. 4th (best defence)
2. B. to K. second
3. K. to Q. B. fifth
4. P. to Q. sixth
5. K. to Q. B. fourth
6. K. to Q. third
7. K. takes P.
8. K. takes Kt.

GAME BETWEEN MR. HORWITZ AND MR. W.; THE FORMER
GIVING Q. R., WHICH MUST BE REMOVED FROM THE BOARD.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to K. B. square
5. P. to Q. fourth
6. B. to Q. second
7. Kt. to K. B. third
8. Kt. to Q. B. third
9. P. to K. R. fourth
10. K. to Kts. square
11. P. to K. R. fifth
12. Kt. to K. fifth
13. P. takes Kt.
14. B. to Q. third
15. B. takes Kt.
16. Q. to K. square
17. B. to Q. Kts. fourth
18. B. to Q. B. third
19. K. to K. R. second
20. B. to Kts. fifth (check)
21. Q. to Q. second
22. R. to K. square
23. K. to Kts. square

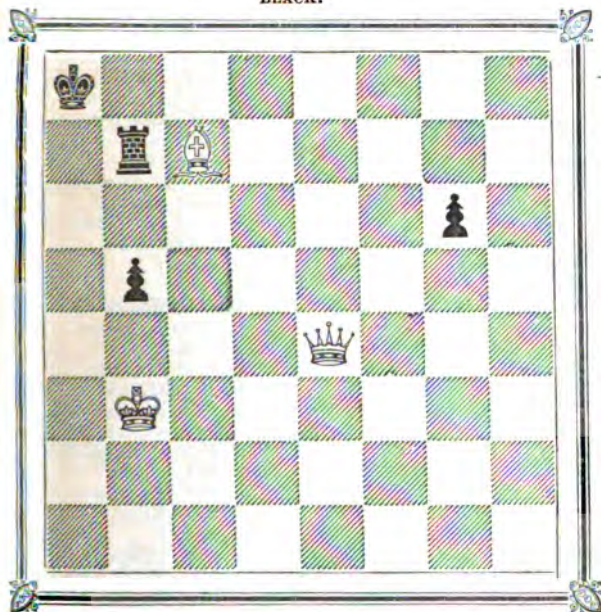
BLACK. (MR. W.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kts. fourth
5. B. to K. Kts. second
6. Kt. to K. B. third
7. Q. to K. R. fourth
8. Kt. to Q. B. third
9. P. to K. R. third
10. Q. to Kts. third
11. Q. to R. second
12. Kt. takes Kt.
13. Kt. takes K. P.
14. Kt. takes Kt.
15. Q. to K. Kts. square
16. Q. to B. square
17. P. to Q. B. fourth
18. Q. to K. second
19. P. to Q. third
20. B. to Q. second
21. B. takes P.
22. P. to B. sixth (disc. check)
23. P. to K. B. third

And Mr. Horwitz resigned.

ENIGMA No. XXXIII, BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

SOLUTION TO ENIGMA No. XXXII

WHITE.

1. Kt. to K. R. sixth
2. Rook or Pawn mates.

BLACK.

1. Anything.

SOLUTION TO PROBLEM No. XXXII.

WHITE.

1. Q. to Q. third
2. R. to Q. B. fifth (check)
3. Kt. to K. third (dis. check)
4. Queen or Rook mates.

BLACK.

1. B. to Q. seventh or to Q. B. fifth
2. K. to Q. fifth (best)
3. Any move.

GAME BETWEEN MR. MEDLEY AND REV. MR. BLAIR; MR. M.
GIVING THE ODDS OF QUEEN'S ROOK.

(Remove White's Queen's Rook from the board.)

WHITE. (MR. M.)	BLACK. (REV. MR. B.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. P. to Q. third
4. Castles	4. Kt. to K. B. third
5. Kt. to Q. B. third	5. B. to K. Kts. fifth
6. P. to K. R. third	6. B. takes Kt.
7. Q. takes B.	7. Kt. to Q. fifth
8. Q. to Q. third	8. P. to Q. B. third
9. Kt. to Q. square	9. P. to Q. fourth
10. P. takes P.	10. P. to Q. Kts. fourth
11. R. to K. square	11. B. to Q. third
12. P. takes P.	12. P. takes B.
13. Q. takes Kt.	13. Castles
14. Q. takes B. P.	14. Q. to Q. Kts. third
15. P. to Q. Kt. fourth	15. Q. R. to K. square
16. P. to Q. Kts. fifth	16. R. to K. third
17. Kt. to Q. B. third	17. B. to Q. B. fourth
18. R. to K. second	18. K. R. to Q. square
19. Kt. to Q. R. fourth	19. B. takes P. (check)
20. R. takes B.	20. Q. to B. second
21. P. to Q. B. third	21. Q. R. to Q. third
22. Kt. to Q. B. fifth	22. R. to Q. fourth
23. P. to Q. R. fourth	23. K. R. to K. square
24. R. takes Kt.	24. R. takes Kt.
25. R. takes P.	25. Q. takes R.
26. Q. takes R.	26. R. to K. B. square
27. B. to R. third	27. Q. to B. eighth (check)
28. K. to R. second	28. Q. to B. fifth (check)
29. K. to R. square	29. R. to B. fourth
30. Q. to Q. fifth (check)	30. R. to B. second
31. Q. to Q. eighth (check), and wins.	

ANSWERS TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

J. BUTLER (Ryde).—Thanks for the brilliant study and game. The problem, we regret to say, with the best defence, cannot be solved in less than five moves.

H. TUNTON.—Three positions received, and shall be examined.

A. C. (Huddersfield).—"The King may not, the King cannot, the King dare not."

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THE
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EDITED BY

Kling and Horwitz.

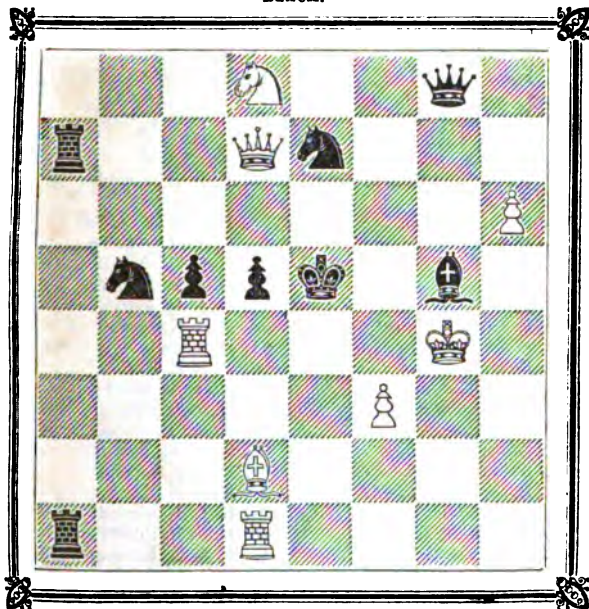
Vol. II.—No. 34.

MARCH 6, 1852.

Price 2d.

PROBLEM No. XXXIV., BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

3c.
ZWOLI

GAME PLAYED BETWEEN MR. HORWITZ AND MR. WILLIAMS.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. fifth
4. Kt. to K. B. third
5. Kt. to Q. B. third
6. B. to K. second
7. Castles
8. P. to Q. third
9. P. to Q. R. third
10. Kt. to Q. R. second
11. P. to K. R. third
12. Q. to K. square
13. B. to Q. second
14. K. to R. second
15. R. to K. Kt. square
16. Q. to K. B. second
17. P. to K. Kt. fourth
18. P. takes B. P.
19. Q. to Kt. third
20. R. to Kt. second
21. Q. takes Kt. (check)
22. R. takes Q.
23. Kt. to K. R. fourth (check)
24. Kt. takes R.
25. B. to K. B. third
26. R. to K. Kt. square
27. R. to K. Kt. sixth (check)
28. B. to K. R. fifth
29. P. to Q. Kt. third
30. R. to K. Kt. third
31. B. to K. B. third
32. R. takes B.
33. Kt. to B. square
34. Kt. to K. second
35. R. to B. square
36. Kt. to Kt. square
37. Kt. to B. third
38. R. to Q. B. square
39. R. to K. Kt. square
40. P. to K. R. fourth
41. P. to R. fifth
42. R. to K. Kt. second
43. B. to B. square
44. P. to R. fourth
45. P. to K. sixth (check) (d)
46. Kt. to K. fifth (check)

WHITE. (MR. W.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Kt. to Q. B. third
5. B. to K. second
6. Kt. to K. R. third
7. Castles
8. P. to K. B. fourth
9. P. to Q. fifth
10. P. to Q. Kt. third
11. B. to Q. Kt. second
12. R. to Q. B. square
13. Kt. to K. B. second
14. Kt. to K. R. square
15. Kt. to K. Kt. third
16. P. to K. R. third
17. K. to R. second
18. R. takes P.
19. Q. to K. square
20. B. to B. square
21. Q. takes Q.
22. K. takes R.
23. K. to B. second
24. P. takes Kt.
25. K. to K. third (a)
26. Kt. to Q. square
27. K. to B. second
28. K. to Kt. square
29. B. to Q. fourth
30. B. to K. second
31. B. takes B.
32. B. to R. fifth
33. Kt. to K. third
34. K. to B. second
35. Kt. to B. second
36. Kt. to Q. fourth
37. B. to K. second
38. K. to K. third
39. K. to B. second
40. R. to B. third (b)
41. P. to Q. Kt. fourth (c)
42. R. to R. third
43. P. to Kt. fifth
44. P. to Kt. third
45. R. takes P.
46. K. to Kt. second

BLACK. (MR. H.)

47. Kt. takes P.
48. B. to Q. second
49. Kt. to R. fourth
50. K. to R. third
51. K. takes B.
52. K. to Kt. third
53. K. to B. third
54. B. takes Kt.
55. K. to B. second
56. R. to Kt. square
57. R. to Kt. second
58. K. to Kt. third
59. R. to R. second
60. K. to B. third
61. R. to Kt. second (e)
62. R. to K. second
63. K. takes R.
64. K. to B. third
65. K. to Kt. second
66. K. to R. second
67. K. to R. third

WHITE. (MR. W.)

47. K. to R. second
48. Kt. to B. third
49. Kt. to Kt. fifth (check)
50. B. takes Kt.
51. K. to Kt. second
52. K. to B. second
53. Kt. to K. sixth
54. R. takes B. (check)
55. R. to R. sixth
56. R. to R. seventh (check)
57. R. takes P.
58. R. to R. eighth
59. R. to Kt. eighth (check)
60. R. to Kt. third
61. R. to K. third
62. R. takes R.
63. P. to R. fourth
64. P. to R. fifth
65. K. to Kt. third
66. K. to R. fourth
67. P. to R. fourth, and wins.

(a) Kt. to Q. square would have been better play.

(b) P. to K. R. fourth seems more correct.

(c) About the best move.

(d) Too hasty.

(e) R. to K. second must have led to a drawn game.

SOLUTION TO PROBLEM XXXIII.**WHITE.**

1. R. to K. third
2. R. to K. R. square
3. R. mates

BLACK.

1. B. moves or (A) (B)
2. Any move.

VARIATION A.

- 1.
2. B. takes B. (check)
3. Rook mates.

1. K. to K. Kt. fourth
2. K. moves

VARIATION B.

- 1.
2. B. takes B.
3. Rook mates

1. R. takes B.
2. Any move.

SOLUTION TO ENIGMA XXXIII.**WHITE.**

1. Q. to K. R. square
2. Q. to Q. R. square (check)
3. Q. takes Rook, mate.

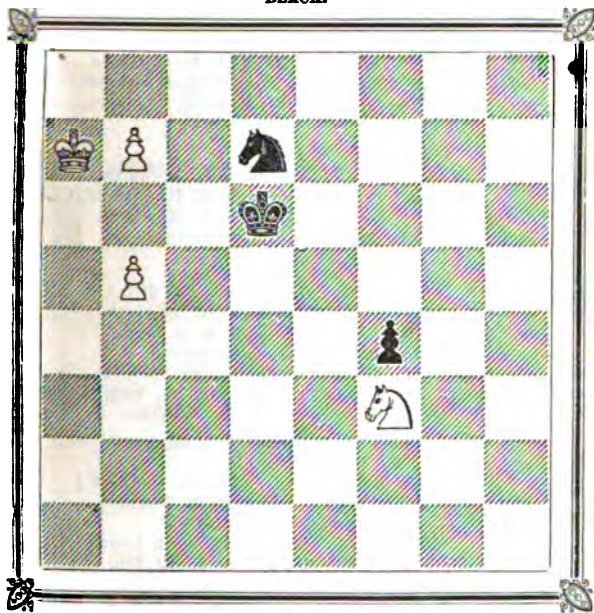
BLACK.

1. Either Pawn moves (best)
2. Rook covers

CHESS STUDY No. LXVIII.

(We have been favoured with this pretty termination by Mr. Butler of Ryde.)

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY No. LXVI.

WHITE.

1. B. to Q. third
2. B. to K. fourth
3. B. to K. B. fifth
4. K. to K. B. sixth
5. K. to K. Kt. fifth
6. B. to Q. third, and mates in five moves.

BLACK.

1. K. to K. Kt. fifth (best)
2. K. to K. Kt. fourth (best)
3. K. to K. R. fifth or (A) (B)
4. K. to K. Kt. sixth
5. K. to K. B. sixth

VARIATION A.

WHITE.

- 3.
4. K. to K. B. sixth
5. B. to Q. seventh
6. K. to K. B. fifth
7. B. to Q. eighth (check)
8. K. to K. B. sixth
9. B. to Q. B. sixth
10. K. to K. Kt. sixth
11. B. to Q. eighth, and mates in two moves.

BLACK.

3. K. to K. R. third
4. K. to K. R. fourth
5. K. to K. R. fifth
6. K. to K. R. fourth
7. K. to K. R. third
8. K. to K. R. second
9. K. to K. Kt. square
10. K. to K. R. square

VARIATION B.

- | | |
|---|---|
| <ol style="list-style-type: none"> 3. 4. K. to K. B. sixth 5. B. to K. Kt. fourth 6. K. to K. B. seventh, and mates in three moves. | <ol style="list-style-type: none"> 3. K. to K. R. fourth 4. K. to K. R. third or (C) 5. K. to K. R. second |
|---|---|

VARIATION C.

- | | |
|--|---|
| <ol style="list-style-type: none"> 4. 5. K. to K. Kt. fourth 6. K. to K. Kt. fifth 7. B. to Q. third, and mates in five moves. | <ol style="list-style-type: none"> 4. K. to K. R. fifth 5. K. to K. Kt. sixth 6. K. to K. B. sixth |
|--|---|

GAME BETWEEN MR. HORWITZ AND MR. F.; THE FORMER
GIVING THE ODDS OF QUEEN'S ROOK.

(Remove White's Queen's Rook from the board.)

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. Kt. takes Kts. P.
7. B. to K. second
8. B. to K. B. third
9. K. to K. B. square
10. P. to Q. fourth
11. Kt. to Q. B. third
12. Q. to K. second (check)
13. Kt. takes Q. P.
14. B. takes B.
15. B. takes P.
16. B. to K. B. fourth
17. B. takes P. (check)
18. Q. to Q. Kt. fifth (check)
19. Q. takes Q. Kt. P.
20. B. to Q. R. fifth

BLACK. (MR. F.)

1. P. to K. fourth
 2. P. takes P.
 3. P. to K. Kt. fourth
 4. P. to K. Kt. fifth
 5. Q. to K. second
 6. Q. takes P. (check)
 7. Q. takes K. Kt. P.
 8. Q. to K. Kt. sixth (check)
 9. B. to Q. B. fourth
 10. B. to Q. Kt. third
 11. P. to Q. fourth
 12. K. to Q. square
 13. B. takes Kt.
 14. P. to K. B. sixth
 15. B. takes Q. P.
 16. Q. to K. Kt. third
 17. K. to Q. second
 18. Kt. to Q. B. third
 19. K. Kt. to K. second
- And Black resigned.

TO THE EDITORS OF THE CHESS PLAYER.

King's College, Cambridge, Feb. 6, 1852.

Gentlemen,—In playing over the Rev. J. H. Sweet's instructive analysis of the Evans' Gambit, it struck me that the third game, which he leaves undecided, was demonstrably won for the first player. In proof, I beg to submit to his and your notice the following brief variations; and remain,

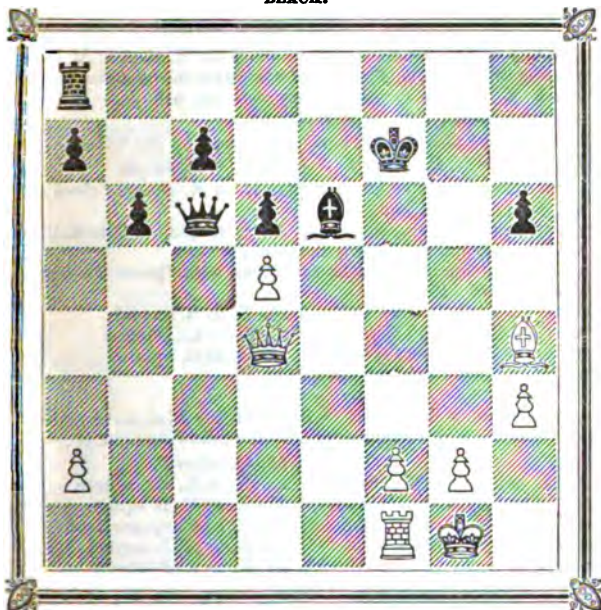
Gentlemen,

Yours obediently,

W. WAYTE.

The following diagram (says our correspondent) represents the position at Black's 21st move, p. 19, of your present volume:—

BLACK.



WHITE.

Black to move.

Black has now choice of two ways of taking the Pawn: in the first place,

- | | | |
|--------------------------------|--|-------------------------|
| 21. | | 21. B. takes P. |
| 22. Q. to K. B. sixth (check) | | 22. K. to K. Kt. square |
| 23. Q. to K. Kt. sixth (check) | | 23. K. to B. square |

White should now play—

- | | |
|--|---------------------------------|
| 24. B. to K. B. sixth | 24. Q. to Q. second or (A) |
| 25. Q. takes R. P. (check) | 25. K. to Kt. square |
| 26. Q. to K. R. eighth (check) | 26. K. to B. second |
| 27. Q. to K. Kt. seventh (ch.) | 27. K. to K. square or K. third |
| 28. R. to K. square (check), and wins. | |

VARIATION A.

- | | |
|----------------------------------|-------------------------------|
| 24. | 24. B. to K. B. second (best) |
| 25. Q. to K. Kt. seventh (check) | 25. K. to K. square |
| 26. R. to K. square (check) | 26. K. to Q. second |

And white mates in two moves and wins.

In the second place,

- | | |
|-----|-----------------|
| 21. | 21. Q. takes P. |
|-----|-----------------|

White will now pursue the game as in Variation A, Black playing only B. to K. B. second for his 24th move, and when the Black K. goes to Q. second at move 26, will play R. to K. seventh (check), and then Q. takes B.

White may also win after the move given by Mr. Sweet:—

- | | |
|----------------------------|---------------------|
| 24. Q. takes R. P. (check) | 24. K. to K. square |
|----------------------------|---------------------|

He should not now at once play R. to K. square (check), as Mr. S. makes him, but

- | | |
|--|-----------------------------------|
| 25. Q. to K. Kt. seventh | 25. Q. to Q. 2d or B. to K. B. 2d |
| 26. R. to K. square (check), and wins: | |
- and this whether Black take the Pawn with Queen or Bishop at move 21st. If after—

- | | |
|---------------------------------------|----------------------|
| 24. Q. takes R. P. (check) | 24. K. to B. second |
| 25. Q. to K. B. sixth (check) | 25. K. to Kt. square |
| 26. Q. to K. Kt. sixth (check) | 26. K. to B. square |
| 27. B. to K. B. sixth, &c., as above. | |

The Authors think that if Black on his 21st move takes P. with Queen, White ought to play in the following manner:—

- | | |
|----------------------------------|----------------------------|
| 21. | 21. Q. takes P. |
| 22. Q. to K. B. sixth (check) | 22. K. to K. Kt. square |
| 23. Q. to K. Kt. sixth (check) | 23. K. to K. B. square |
| 24. R. to K. square | 24. R. to K. square (best) |
| 25. Q. takes P. (check) | 25. K. to K. B. second |
| 26. Q. to K. R. seventh (check) | 26. K. to K. B. square |
| 27. B. to K. B. sixth, and wins. | |

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 19, Strand.

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

Vol. II.—No. 35.

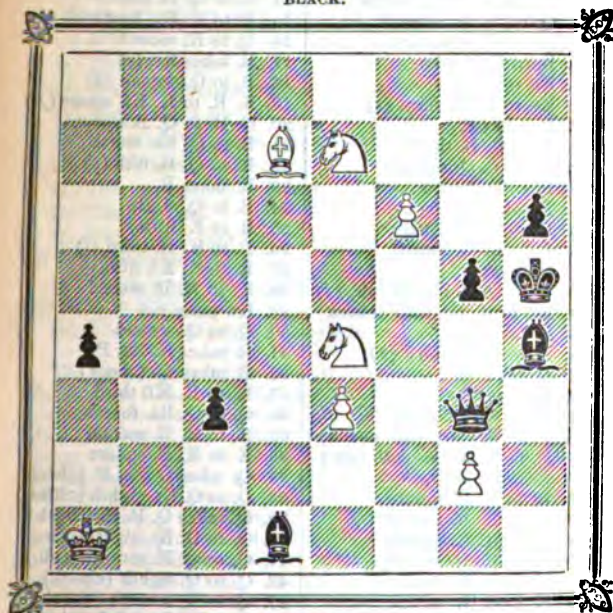
MARCH 13, 1852.

Price 2d.

PROBLEM No. XXXV.

(This neat little stratagem is the composition of Mr. W. Grimshaw.)

BLACK.



WHITE.

White playing first to mate in three moves.

SIXTH GAME BETWEEN MR. HORWITZ AND MR. WILLIAMS.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. fifth
4. Kt. to K. B. third
5. Kt. to Q. B. third
6. B. to Q. Kt. fifth
7. Castles
8. P. to Q. third
9. B. takes Kt.
10. Q. to K. square
11. P. to K. R. third
12. Q. to K. B. second
13. P. to Q. fourth
14. Kt. takes P. Q. fourth
15. Q. Kt. to K. second
16. K. to K. R. square
17. B. to K. third
18. Kt. takes B.
19. Kt. to K. B. third (e)
20. P. takes P.
21. P. to Q. B. third
22. K. R. to Q. square
23. R. to Q. fourth
24. P. takes R. (h)
25. R. to Q. B. square
26. P. to K. R. fourth
27. P. takes P.
28. R. to Q. B. eighth (ch) (j)
29. Kt. to K. Kt. fifth (check)
30. B. takes Kt.
31. R. to Q. B. third (k)
32. Q. takes R.
33. K. takes B.
34. R. to K. Kt. third
35. B. to K. third (dis. check)
36. R. to K. Kt. seventh (ch.)
37. B. to K. Kt. fifth
38. K. to K. R. square
39. K. to K. R. second
40. K. to K. R. square
41. K. to K. R. second
42. K. to K. R. square
43. K. to K. R. second
44. K. to K. R. square
45. K. to K. R. second
46. K. to K. R. square

WHITE. (MR. W.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Kt. to Q. B. third
5. B. to K. second
6. B. to Q. second
7. Kt. to K. R. third
8. Castles
9. B. takes B.
10. P. to K. B. fourth
11. Kt. to K. B. second
12. K. to K. R. square (a)
13. P. takes P.
14. B. to Q. B. fourth
15. P. to K. Kt. fourth (b)
16. Q. to K. second
17. B. takes Kt. (c)
18. B. to Q. second (d)
19. K. R. to K. Kt. square (f)
20. Q. R. to Q. B. square
21. B. to Q. Kt. fourth
22. R. to Q. B. fifth (g)
23. R. takes R.
24. B. to Q. sixth
25. B. to K. fifth
26. P. to K. R. third (i)
27. R. to K. Kt. fifth
28. K. to K. R. second
29. Kt. takes Kt.
30. Q. to Q. second
31. R. takes K. Kt. P.
32. B. takes Q. (check)
33. K. to K. Kt. third
34. Q. to Q. Kt. fourth
35. K. to K. R. second
36. K. to K. R. square
37. Q. takes Q. Kt. P. (check)
38. Q. to Q. Kt. eighth (check)
39. Q. takes Q. R. P. (check)
40. Q. to Q. Kt. eighth (ch.)
41. Q. to Q. B. seventh (ch.)
42. Q. to Q. eighth (check)
43. Q. to K. seventh (check)
44. Q. to K. B. eighth (check)
45. Q. to K. B. seventh (ch.)
46. Q. takes Q. P. (l)

BLACK. (MR. H.)

47. B. to K. B. sixth (m)
48. K. to K. R. second
49. K. to K. R. third
50. R. to K. Kt. sixth (dis. ch.)
51. R. takes Q. (check)
52. K. to K. Kt. third
53. B. to Q. eighth
54. B. to K. seventh
55. K. to K. B. third
56. K. to K. Kt. third
57. K. to K. B. third

WHITE. (MR. W.)

47. Q. to K. fifth (check)
48. Q. to K. B. fifth (check)
49. Q. takes P. K. R. third
50. K. to K. R. second
51. K. takes R.
52. P. to Q. R. fourth
53. P. to Q. R. fifth
54. K. to K. R. fourth
55. P. to Q. Kt. fourth
56. P. to Q. fifth, and game was resigned as drawn. (n)

(a) P. to Q. fifth, giving greater freedom of action to his Q. B., would have been a better move.

(b) Perhaps this is somewhat premature.

(c) This exchange of pieces is advantageous to his adversary; he should rather have taken the K. B. P.

(d) Even now P. takes P. is better.

(e) The correct move.

(f) White was obliged to lose a Pawn.

(g) These moves are well played by White.

(h) It was bad to retake with the Pawn.

(i) A very fine move.

(j) This was inferior to P. to K. Kt. third.

(k) The best play.

(l) White could take this Pawn with impunity, having always in view "perpetual check."

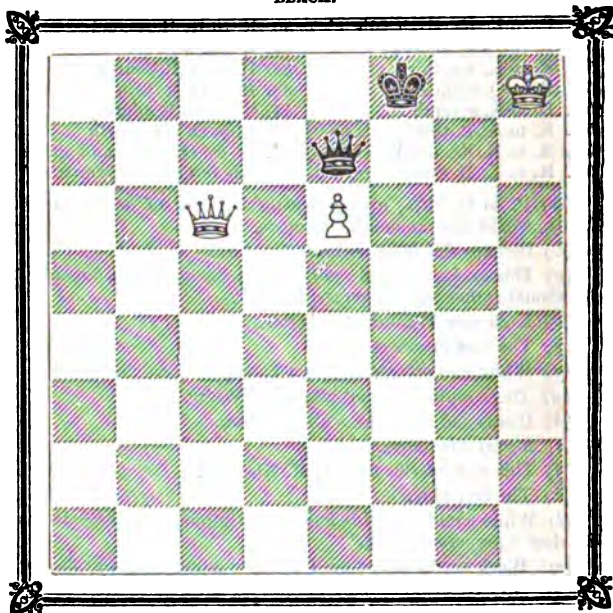
(m) Black might have forced a drawn game now by playing his Rook to K. B. seventh.

(n) The position is still quite a study.

The annual dinner of the Liverpool Chess Club was held at the Adelphi Hotel on Wednesday night, the 11th ult. Sir George Stephens occupied the chair, and Dr. Inman the vice-chair. After justice had been done to the *récherché* collection of good things which adorned the table, and the health of the Queen having been drunk in a bumper, the chairman, in compliance with the usage of the society, gave "Prosperity and Permanence to the Liverpool Chess Club." He then in a lengthened speech reviewed the proceedings of the Chess Congress at the Tournament, and attributed the defeat of Mr. Staunton to weariness of mind and illness of body. The presence of Herr Loewenthal was noticed in a complimentary speech, and his health drunk; and after several other speeches, the company rose from the table and spread themselves in couples about the room to contest the honours of the chequered field.

CHESS STUDY No. LXIX., BY THE AUTHORS.

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY No. LXVIL

WHITE.

- 1.
2. P. takes P.
3. B. to Q. B. fifth
4. B. to K. Kt. square
5. K. to Q. Kt. fourth
6. K. to Q. B. fifth
7. K. takes B. (a)

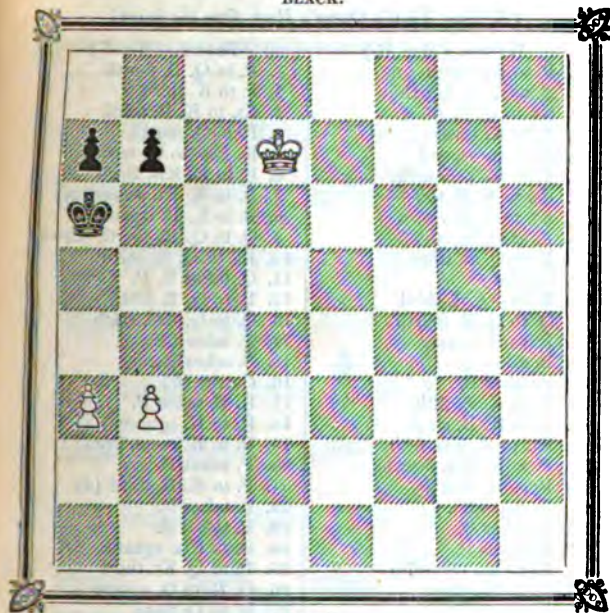
BLACK.

1. P. to K. Kt. fourth
2. P. to K. R. fifth
3. P. to K. R. sixth
4. K. to K. B. fourth
5. B. to Q. B. sixth
6. K. takes P.
7. P. to Q. Kt. fifth, and wins.

(a) White might adopt many other modes of defence, but he cannot help losing.

CHESS STUDY No. LXX., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, can only draw.

SOLUTION TO CHESS STUDY No. LXVIII.

WHITE.

1. P. to Q. Kt. sixth
2. Kt. to K. Kt. fifth
3. Kt. to K. sixth
4. Kt. to Q. fourth (check)
5. Kt. takes P.
6. Kt. to K. Kt. fifth
7. Kt. to K. sixth
8. K. to Q. R. eighth
9. Kt. to Q. eighth, and wins.

BLACK.

1. K. to Q. B. fourth
2. K. to Q. B. third (a)
3. P. to K. B. fifth
4. K. to Q. B. fourth
5. K. to Q. Kt. fourth
6. Kt. to K. fourth
7. Kt. to Q. B. third (check)
8. K. takes P.

(a) King dare not leave White's Pawn without losing instantly.

GAME BETWEEN MR. HORWITZ AND MR. F.; THE FORMER
GIVES THE ODDS OF THE QUEEN'S ROOK.

(Remove White's Queen's Rook from the board.)

WHITE. (MR. H.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Kt. to Q. B. third
4. P. to K. fifth
5. B. to K. second
6. P. to K. B. fourth
7. Kt. to K. B. third
8. Kt. to Q. Kt. fifth
9. P. to Q. fourth
10. P. to Q. B. third
11. Castles
12. Kt. to Q. R. third
13. Q. to Q. R. fourth
14. B. to R. square
15. B. takes Q.
16. P. takes B.
17. P. to K. B. fifth
18. B. to K. R. sixth
19. Kt. to K. Kts. fifth
20. P. to K. Kts. fourth
21. P. to K. fifth
22. P. takes Kt.
23. B. takes B.
24. R. takes B.
25. K. to Kt. second
26. K. to Kt. third
27. K. takes P.
28. R. to B. seventh
29. R. to K. Kts. seventh (check)
30. R. takes Q. R. P. (check)
31. R. takes K. R. P.
32. P. to K. R. fourth
33. R. to K. R. eighth (check)
34. R. takes R. (check)
35. Kt. to B. seventh (check)
36. Kt. takes R.
37. K. to Kt. fifth
38. B. to B. eighth (check), and ultimately won the game.

BLACK. (MR. F.)

1. P. to Q. B. fourth
2. P. to K. third
3. Kt. to K. B. third
4. P. to Q. fourth
5. K. Kts. to Q. second
6. P. to K. Kts. third
7. B. to K. Kt. second (a)
8. B. to K. B. square
9. Q. to Q. R. fourth (check)
10. Kt. to Q. R. third
11. Q. takes R. P.
12. P. to Q. B. fifth
13. Q. to Q. Kts. sixth
14. Q. takes Q.
15. B. takes Kt.
16. Castles (b)
17. K. P. takes P.
18. R. to K. square
19. R. to K. second (c)
20. P. takes P.
21. P. to K. B. third (d)
22. B. takes P.
23. R. takes B.
24. R. to Kts. square
25. P. to Q. Kt. third
26. Q. R. to Q. square
27. R. to Q. third
28. Kt. to Q. Kt. square
29. K. to B. square
30. K. to K. square
31. Kt. to Q. B. third
32. Kt. to R. fourth
33. K. to Q. second
34. K. takes R.
35. K. to K. second
36. K. takes Kt.
37. Kt. to B. third

(a) Lost time.

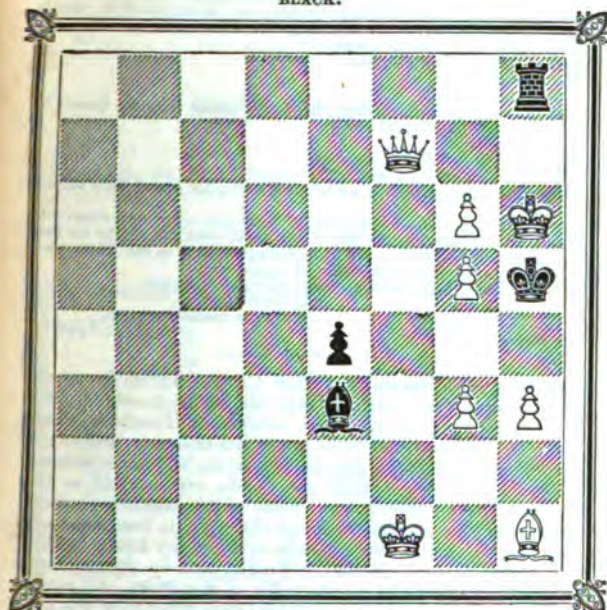
(b) R. to Q. Kt. square would have been the move.

(c) Kt. to Q. B. second was preferable.

(d) The worst move Black could make.

ENIGMA No. XXXIV., BY MR. C. T. ATKINS (Weymouth).

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO PROBLEM XXXIV.

WHITE.

1. R. to K. fourth (check)
2. Q. to Q. sixth (check)
3. B. mates by discovery.

BLACK.

1. P. takes R. (best) (a)
2. King or Kt. takes Q.

(a) If K. moves, mate may be effected either with Rook or Queen.

The match between Mr. Williams and Herr Horwitz stands thus :—Herr H., two; Mr. W., one; and five drawn games.

TO THE EDITORS OF THE CHESS PLAYER.

Gentlemen,—The following simple signs could be used with your notation (*CHESS PLAYER* No. 13); they would be more brief and possibly less expensive to print than figures of Kings, Queens, &c., as suggested by "Simple Simon," and easy also for use with the pen.

King—two perpendicular strokes.

Queen—two horizontal strokes.

Rook—a square.

Knight—a triangle.

Bishop—a circle (distinguishing the King's pieces from the Queen's by drawing a line through these signs).

Pawn—a cross.

The word "takes" by two commas.

The word "check" by a star.

The words "one square" by a small line, with a dot placed above and one underneath.

The words "two squares" by a line, with two dots above and underneath.

The word "Castles" by the sign of the Rook, with the sign for the King in the middle. The Black's men to be distinguished from the White, when necessary, by placing two dots under each sign.

Wishing your valuable work the most unbounded success,

I am, Gentlemen,

Your obedient servant,

"QUEEN'S PAWN."

1st March, 1853.

HALIFAX ST. GEORGE'S CHESS CLUB.—Agreeably to the announcement in our last, this club had on Wednesday evening the honour of a visit from the celebrated Hungarian chess-player, Herr Loewenthal, who gratified a numerous assemblage of the members and their friends by playing six games simultaneously, in all of which he gave odds, proportioned to the strength of his opponents. The result of this interesting contest was a victory for the distinguished champion in four games out of the six. The other two were won by Courtney Kenny Clarke, Esq., at the odds of the King's Knight, and by the secretary, Mr. Edward Cronhelm, at the odds of the Pawn and move. Amongst the four games won by Herr Loewenthal, there was one exceedingly well contested by Mr. Thomas, at the odds of Pawn and move, which lasted five hours.—*Halifax Guardian*, Feb. 28.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

The communications of F. Butler, Bridport, J. Wheatley, F. Robinson, &c., shall be attended to.

J. WATKINSON.—Received with thanks. We shall be happy to adopt your suggestions.

H. TUNTON.—The three positions sent are the finest three-move problems that have come under our notice lately.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouverie-street and Primrose-hill, Fleet-street), and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTHELMAY, Marlborough-street; at RIME'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHESS PLAYER.

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Kling and Horwitz.

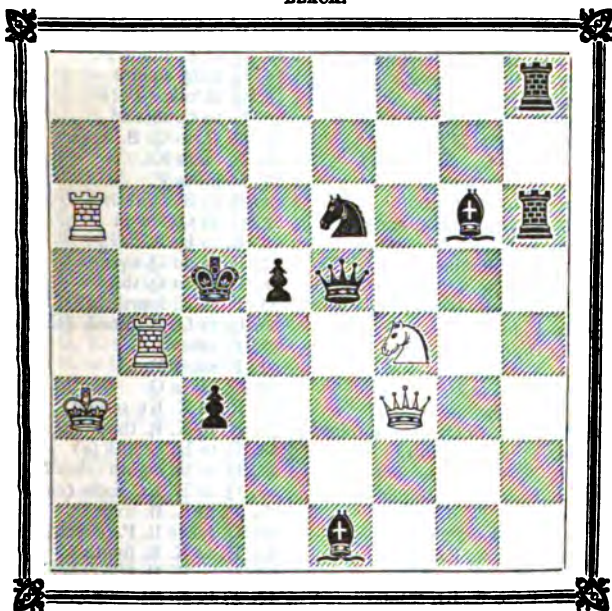
Vol. II.—No. 36.

MARCH 20, 1852.

Price 2d.

PROBLEM No. XXXVI., BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

GAME BETWEEN MR. HORWITZ AND MR. WILLIAMS.

WHITE. (MR. W.)

1. P. to K. B. fourth
2. P. to K. third
3. P. to Q. Kt. third
4. B. to Q. Kt. second
5. R. to K. second
6. Kt. to K. B. third
7. Castles
8. B. to Q. Kt. fifth
9. B. takes Kt.
10. Kt. to K. fifth
11. Q. to K. second
12. P. to Q. third
13. P. to Q. fourth
14. P. to Q. B. fourth
15. K. B. P. takes Kt.
16. Kt. to Q. second
17. Q. R. to Q. B. square
18. Q. B. P. takes P.
19. K. P. takes P.
20. Kt. to K. B. third
21. R. to Q. B. third
22. Q. to Q. second (c)
23. Q. R. takes B.
24. R. to Q. third
25. K. R. to K. square
26. K. R. to K. second
27. Q. to K. third
28. K. R. to Q. second
29. Q. to K. B. fourth
30. P. takes P.
31. B. to Q. fourth
32. R. takes R.
33. Q. takes B.
34. R. takes R. (check)
35. K. R. to Q. seventh (check)
36. P. to K. R. third
37. K. R. to Q. second
38. K. to K. R. second
39. K. to K. R. square
40. P. takes P.
41. K. to K. R. second
42. Q. R. to Q. third
43. K. to K. Kt. second
44. R. to Q. fourth
45. Q. R. to Q. third
46. K. to K. Kt. third

BLACK. (MR. H.)

1. P. to Q. fourth
2. Kt. to K. B. third
3. P. to K. Kt. third
4. B. to K. Kt. second
5. Castles
6. Kt. to Q. B. third
7. P. to Q. Kt. third
8. B. to Q. Kt. second
9. B. takes B.
10. B. to Q. Kt. second
11. P. to Q. B. fourth
12. Kt. to Q. second
13. Q. to Q. B. square (a)
14. Kt. takes Kt.
15. P. to K. B. fourth
16. P. to K. third
17. Q. B. P. takes P.
18. Q. to Q. square
19. Q. B. takes P. (b)
20. Q. to Q. second
21. Q. R. to Q. B. square
22. B. takes Kt.
23. B. takes P.
24. B. to K. B. third
25. Q. to Q. fourth
26. R. to Q. B. third
27. K. R. to Q. square
28. Q. R. to Q. third
29. P. to K. fourth (d)
30. Q. to Q. B. fourth (check)
31. R. takes B.
32. B. takes P.
33. Q. takes Q.
34. K. to K. Kt. second
35. K. to K. R. third
36. P. to K. B. fifth (e)
37. Q. to K. eighth (check)
38. Q. to K. Kt. sixth (check)
39. P. to K. B. sixth
40. Q. takes B. P. (check)
41. K. to K. R. fourth
42. Q. to K. B. fifth (check)
43. P. to K. Kt. fourth
44. Q. to K. sixth
45. Q. to K. fifth (check)
46. P. to K. R. third

WHITE. (MR. W.)

47. Q. R. to Q. fourth
48. Q. R. to Q. sixth
49. K. to K. B. third
50. Q. Kt. to Q. fourth
51. Q. R. to Q. sixth
52. P. takes P.
53. K. to K. Kt. third
54. K. to K. Kt. second
55. K. to K. Kt. third
56. Q. R. to Q. fourth
57. Q. R. to Q. third
58. Q. R. to Q. fourth
59. K. R. to Q. square
60. K. R. to Q. second
61. K. to K. Kt. second
62. Q. R. to Q. sixth
63. P. takes P.
64. Q. R. to Q. fourth
65. Q. R. to Q. sixth (check)
66. Q. R. to Q. third
67. K. to Kt. third
68. K. to Kt. second
69. R. to Q. seventh (check)
70. Q. R. to Q. sixth (check)
71. Q. R. to Q. fourth
72. K. to R. second
73. Q. R. to Q. third
74. K. to Kt. second
75. K. to B. second
76. K. R. to K. second (check)
77. Q. R. to K. B. third (check)
78. R. to K. sixth (check)

BLACK. (MR. H.)

47. Q. to K. R. eighth
48. Q. to K. Kt. eighth (ch.)
49. P. to Q. Kt. fourth
50. P. to Q. R. fourth
51. P. to Q. R. fifth
52. Q. to K. B. eighth (check)
53. Q. to K. B. fifth (check)
54. Q. to K. fifth (check)
55. Q. takes P.
56. Q. to Q. R. sixth (check)
57. Q. to K. B. square
58. Q. to K. B. eighth
59. Q. to K. seventh
60. Q. to K. sixth (check)
61. P. to Q. Kt. fifth
62. P. to Q. Kt. sixth
63. Q. takes P.
64. K. to Kt. third
65. K. to Kt. second
66. Q. to Q. Kt. second (ch.)
67. Q. to Q. Kt. (check)
68. P. to K. R. fourth
69. K. to K. B. third
70. K. to K. second
71. Q. to Q. Kt. second (ch.)
72. Q. to K. B. sixth
73. Q. to K. B. fifth (check)
74. Q. to K. fifth (check)
75. Q. to K. R. eighth
76. K. to K. B. third
77. K. to Kt. third
78. Drawn game.

(a) A good move.

(b) Black has now the better position.

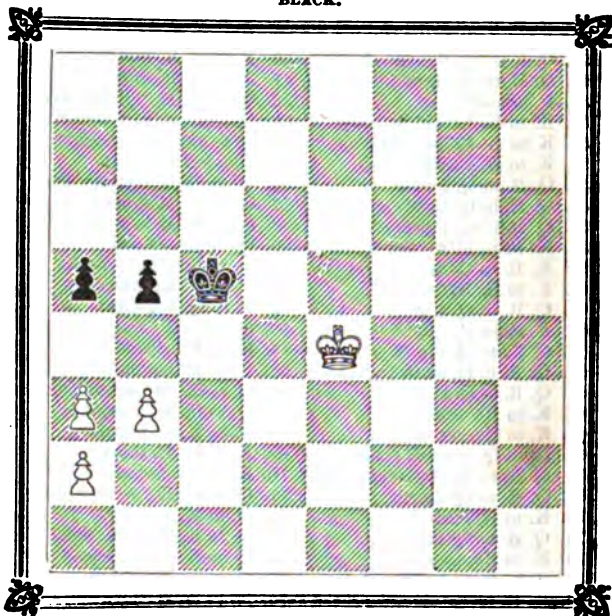
(c) This was a bad move. He should have moved the Q. to K. third.

(d) Before playing on this Pawn, he ought first to have moved Q. to Kt. fourth.

(e) Probably he should have checked at Q. R. eighth, and then taken the Q. R. P.

CHESS STUDY No. LXXI., BY THE AUTHORS.

BLACK.



WHITE.

White moving first wins.

SOLUTION TO CHESS STUDY No. LXIX.

WHITE.

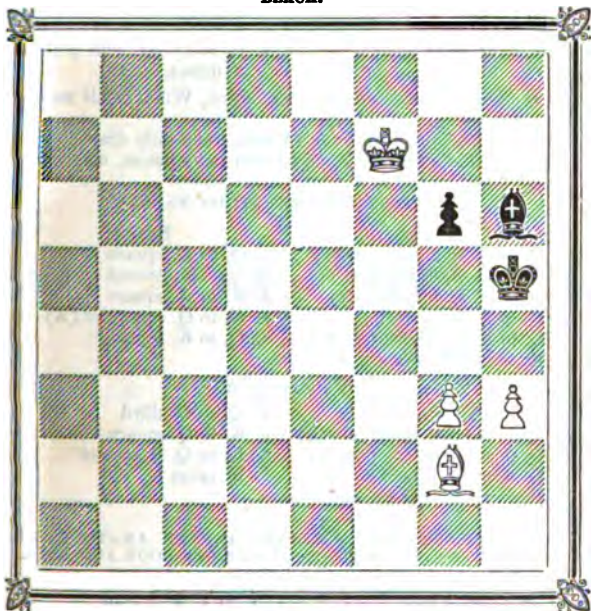
1. K. to Q. B. seventh
2. K. to Q. B. sixth
3. P. to Q. R. fourth
4. K. to Q. B. fifth
5. K. to Q. fourth
6. K. to Q. fifth
7. K. to Q. B. fourth
8. K. takes P.

BLACK.

1. P. to Q. Kt. fourth or (A)
2. P. to Q. Kt. fifth
3. K. to Q. R. fourth
4. P. to Q. R. third
5. K. to Q. Kt. fourth
6. K. to Q. R. fourth (best)
7. K. to Q. Kt. fourth
8. P. to Q. R. fourth (check),
and draws.

CHESS STUDY No. LXXII., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, can win.

VARIATION A.

WHITE.

- 1.
2. K. to Q. B. sixth
3. K. to Q. Kt. seventh
4. K. to Q. B. sixth (*b*)
5. P. to Q. R. fourth

BLACK.

1. P. to Q. Kt. third
2. K. to Q. R. fourth or (B)
3. P. to Q. Kt. fourth (*a*)
4. P. to Q. Kt. fifth
5. P. to Q. R. third, and draws as before.

VARIATION B.

- | WHITE. | BLACK. |
|----------------------|---------------------------------------|
| 2. | 2. P. to Q. Kt. fourth |
| 3. K. to Q. B. fifth | 3. K. to Q. R. fourth |
| 4. K. to Q. fifth | 4. K. to Q. Kt. third |
| 5. K. to Q. sixth | 5. P. to Q. Kt. fifth (e), and draws. |

(a) Were Black to push P. to R. third, White would mate in three moves.

(b) White, by taking Rook's Pawn, could only draw.

(c) Black, by playing Rook's Pawn two squares, must lose.

SOLUTION TO CHESS STUDY No. LXX.

- | WHITE. | BLACK. |
|------------------------------------|---------------------------|
| 1. Q. to Q. B. eighth (check) | 1. Q. to K. square |
| 2. Q. to Q. B. fifth (check) | 2. Q. to K. second |
| 3. Q. to K. B. fifth (check) | 3. K. to K. square |
| 4. K. to K. Kt. eighth | 4. K. to Q. square or (A) |
| 5. Q. to K. B. eighth (check) | 5. Q. to K. square |
| 6. K. to K. Kt. seventh, and wins. | |

VARIATION A.

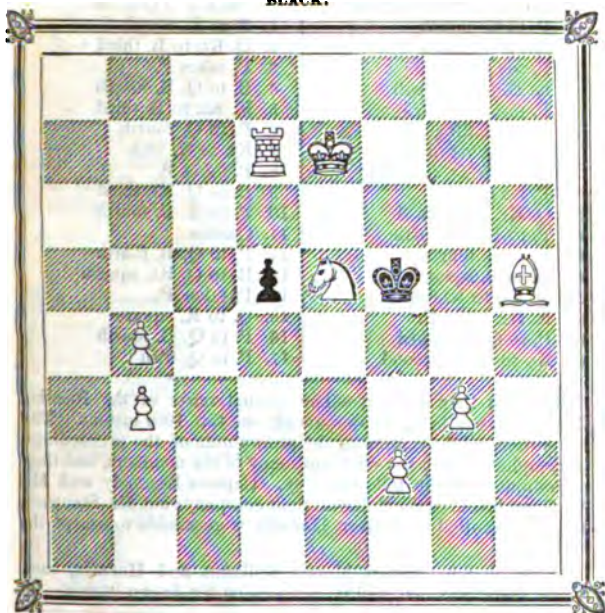
- | | |
|-----------------------------------|-----------------------|
| 4. | 4. Q. to Q. third |
| 5. Q. to K. B. seventh (check) | 5. K. to Q. square |
| 6. Q. to K. B. eighth (check) | 6. K. to Q. B. second |
| 7. Q. takes Q. (check) | 7. K. takes Q. |
| 8. K. to K. B. seventh, and wins. | |

GAME BETWEEN MR. WILLIAMS AND AN AMATEUR; THE
FORMER GIVING THE ODDS OF QUEEN'S ROOK AND MOVE.

- | WHITE. (AMATEUR.) | BLACK. (MR. W.) |
|------------------------|--------------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. P. to K. B. fourth | 2. P. takes P. |
| 3. B. to Q. B. fourth | 3. P. to Q. fourth |
| 4. B. takes P. | 4. Kt. to K. B. third |
| 5. Q. to K. B. third | 5. P. to Q. B. third |
| 6. B. to Q. Kt. third | 6. B. to Q. third |
| 7. P. to K. R. third | 7. Castles |
| 8. Kt. to K. second | 8. Q. Kt. to Q. second |
| 9. Castles | 9. Kt. to K. fourth |
| 10. Q. takes P. | 10. Q. Kt. to K. Kt. fifth |
| 11. Q. to K. Kt. fifth | 11. Q. to Q. Kt. third (check) |
| 12. P. to Q. fourth | 12. K. Kt. takes K. P. |
| 13. Q. to K. R. fourth | 13. B. to K. Kt. sixth |
| 14. Kt. takes B. | 14. Q. takes P. (check) |
| 15. K. to K. R. square | 15. K. Kt. to B. seventh (ch.) |
| 16. R. takes Kt. | 16. Kt. takes R. (check) |
| 17. K. to K. R. second | 17. Q. takes Q., and wins. |

ENIGMA No. XXXV., BY B. X.

BLACK.



WHITE.

White to play and mate in three moves.

SOLUTION TO ENIGMA No. XXXIV.

- | WHITE. | BLACK. |
|------------------------------|-----------------------|
| 1. Q. to K. B. third (check) | 1. P. takes Q. (best) |
| 2. Kt. to K. B. seventh | 2. Any move. |
| 3. B. mates. | |

SOLUTION TO PROBLEM No. XXXV.

- | WHITE. | BLACK. |
|------------------------|--------------|
| 1. Kt. to K. B. second | 1. Any move. |
- And White mates in two moves.

THE GAME NOW PLAYING BY CORRESPONDENCE BETWEEN
THE CLUBS OF LONDON AND AMSTERDAM.

WHITE. (AMSTERDAM.)

1. P. to K. fourth
2. Kt. to B. third
3. P. to Q. fourth
4. K. B. to B. fourth
5. P. to Q. B. third
6. P. to K. fifth
7. B. to Q. Kt. fifth
8. B. takes Kt. (check)
9. P. takes P.
10. Q. Kt. to B. third
11. P. to K. R. fourth
12. B. to B. fourth
13. K. to B. square
14. Q. Kt. to R. fourth
15. K. Kt. takes P.
16. P. to Q. Kt. third
17. Kt. to Q. B. second

BLACK. (LONDON.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. P. takes P.
4. B. to Q. B. fourth
5. K. Kt. to B. third
6. P. to Q. fourth
7. Kt. to K. fifth
8. P. takes B.
9. B. to Q. Kt. third
10. P. to K. B. fourth
11. Castles
12. P. to Q. B. fourth
13. R. to Q. Kt. square
14. P. takes P.
15. Q. to K. square
16. P. to Q. B. fourth
17. P. to Q. fifth

READING CHESS CLUB.—The annual *soiree* of the Reading Chess Club was held, as announced, on the 10th instant. The committee, slightly altering the programme of the proceedings, in compliance with the wishes of many of the members, had their club dinner on the following day. Captain Kennedy and Mr. Williams favoured the club with their company; but Mr. Staunton, Herr Loewenthal and Herr Horwitz were unable to accept the invitation.

In the match between Messrs. Williams and Horwitz, each player has scored two, and there has been six drawn games.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 19, Strand.

By an accident, a part of our impression for last week went to press before the following corrections were made:—White Pawn instead of White Bishop on Knight's second, in Problem 35; Study 69 should be White to move and win; Study 70, White to move and draw; page 86, White's 14th move should be B. to Q. square.

T. F.—Black, with correct play, will win.

J. R.—The problems sent are not of sufficient merit for insertion in the CHESS PLAYER; but do not be discouraged—they promise well for a chess-player of so few years' standing.

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THE
CHESS PLAYER.

EDITED BY
Kling and Horwitz.

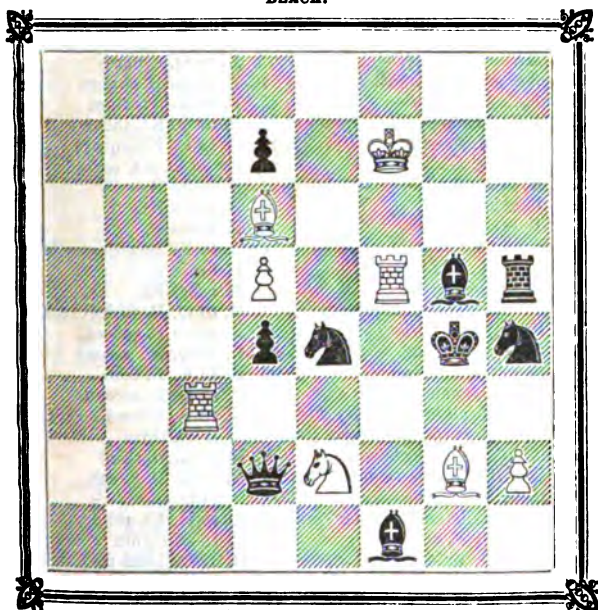
Vol. II.—No. 37.

MARCH 27, 1852.

Price 2d.

PROBLEM No. XXXVII., BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in five moves.

GAME BETWEEN MR. HORWITZ AND MR. B., THE FORMER
GIVING THE ODDS OF THE PAWN AND TWO MOVES.

BLACK. (MR. B.)	WHITE. (MR. H.)
1. P. to K. fourth	1. P. to K. third
2. B. to Q. third	2. Q. to K. second
3. P. to K. R. fourth	3. P. to Q. B. fourth
4. P. to Q. B. third	4. P. takes P.
5. P. takes P.	5. Kt. to Q. B. third
6. P. to K. fifth	6. Q. to Q. Kt. fifth (check)
7. Kt. to Q. B. third	7. Q. takes Q. P.
8. Q. to K. R. fifth (check)	8. K. to Q. square
9. B. to K. Kt. fifth (check)	9. B. to K. second
10. Castles	10. Q. takes K. P.
11. Kt. to Q. B. third	11. Q. to Q. R. fourth
12. K. R. to K. square	12. Kt. to K. R. third
13. B. takes B. (check)	13. K. takes B.
14. Q. takes Q.	14. Kt. takes Q.
15. Kt. to Q. fifth (check)	15. K. to Q. square
16. Kt. to K. B. fourth	16. R. to K. B. square
17. Kt. to K. R. fifth	17. P. to K. Kt. third
18. Kt. to K. Kt. third	18. P. to Q. Kt. third
19. B. to K. fourth	19. R. to Q. Kt. square
20. P. to Q. Kt. fourth	20. Kt. to Q. Kt. second
21. B. takes Kt.	21. B. takes B.
22. R. takes K. P.	22. B. takes Kt.
23. P. takes B.	23. R. takes P.
24. Kt. to K. fourth	24. R. to K. B. fifth
25. P. to K. R. fifth	25. P. takes P.
26. R. takes Kt.	26. R. takes Kt.
27. R. takes P. on R. seventh	27. R. to Q. B. fifth (check)
28. K. to Kt. square	28. R. takes P. (check)
29. K. to R. square	29. R. to Q. Kt. second
30. R. takes R. Pawn	30. R. to K. B. fifth
31. R. to Q. second	31. R. to Q. B. second
32. R. to R. eighth (check)	32. K. to K. second
33. R. to R. seventh (check)	33. K. to K. third
34. R. to R. sixth (check)	34. R. to K. B. third
35. R. to K. second (check)	35. K. to K. B. fourth
36. R. to K. R. seventh	36. R. to Q. third
37. R. to K. B. seventh (check)	37. K. to K. Kt. third
38. Q. R. to K. seventh	38. R. to B. eighth (check)
39. K. to Q. Kt. second	39. R. fr. B. eighth to Q. eighth
40. R. to Kt. seventh (check)	40. K. to B. fourth
41. Q. R. to K. B. seventh (ch.)	41. K. to K. fifth
42. R. to K. seventh (check)	42. K. to B. sixth

And White won ultimately.

GAME BETWEEN MR. E. WILLIAMS AND AN AMATEUR, TO WHOM HE GAVE Q. R.

(Remove Black's Queen's Rook.)

- | BLACK. (MR. E. W.) | WHITE. (AMATEUR.) |
|---------------------------------|----------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. P. to K. B. fourth | 2. P. takes P. |
| 3. K. Kt. to B. third | 3. P. to Q. fourth |
| 4. P. takes P. | 4. Q. takes P. |
| 5. Q. Kt. to B. third | 5. Q. to Q. square |
| 6. B. to B. fourth | 6. Q. to K. second (check) |
| 7. K. to B. square | 7. Q. B. to K. third |
| 8. B. to Kt. fifth (check) | 8. P. to B. third |
| 9. B. to R. fourth | 9. P. to Q. Kt. fourth |
| 10. B. to Kt. third | 10. P. to Q. R. fourth |
| 11. P. to Q. fourth | 11. P. to Q. R. fifth |
| 12. B. takes B. | 12. Q. takes B. |
| 13. K. to B. second | 13. B. to K. second |
| 14. B. takes P. | 14. P. to Q. Kt. fifth |
| 15. R. to K. square | 15. Q. to Q. B. fifth |
| 16. Kt. to K. fourth | 16. Q. takes R. P. |
| 17. Kt. to K. Kt. fifth | 17. K. Kt. to R. third |
| 18. Kt. to Q. sixth (check) | 18. K. to Q. second |
| 19. K. Kt. takes B. P. | 19. B. takes Kt. |
| 20. Kt. takes B. | 20. Q. takes P. |
| 21. Kt. to Q. B. fourth | 21. Q. to Q. R. seventh |
| 22. Kt. to Q. Kt. sixth (check) | 22. K. to Q. square |
| 23. Kt. takes R. | 23. Q. to B. second |
| 24. Q. to B. third | 24. Q. to Q. Kt. second |
| 25. B. to Kt. fifth (check) | 25. K. to B. square |
| 26. Q. to R. third (check) | 26. Kt. to Q. second |
| 27. R. to K. seventh | 27. R. checks |
| 28. K. to K. Kt. square | 28. K. Kt. to B. fourth |
| 29. Q. takes Kt. | 29. R. to Q. square |
| 30. R. takes Kt. | 30. R. takes R. |

And mates in two moves.

SOLUTION TO PROBLEM No. XXXVI.

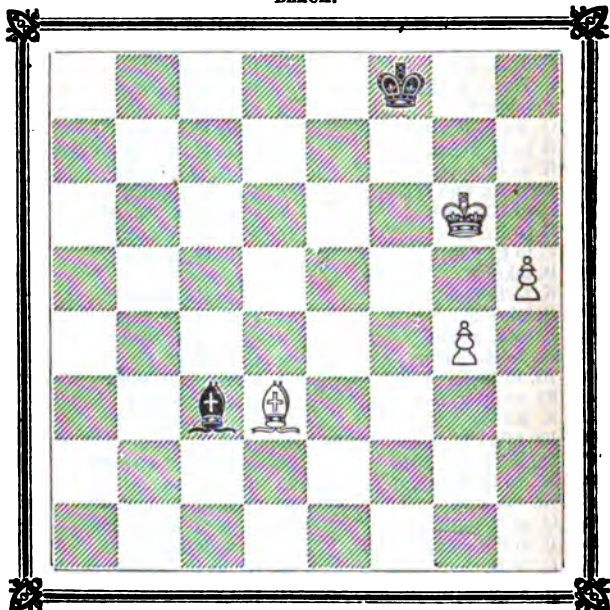
- | WHITE. | BLACK. |
|---------------------------|------------------------|
| 1. Q. to Q. third | 1. B. to K. square (a) |
| 2. Q. to K. R. seventh | 2. Anything. |
| 3. Queen or Knight mates. | |

(a) Any other move, and White has an easy mate in two moves. For instance—

- | WHITE. | BLACK. |
|----------------------------|------------------------|
| 1. | 1. Kt. to Q. B. second |
| 2. Kt. to K. sixth (check) | 2. Q. or Kt. takes Kt. |
| 3. Queen mates. | |

CHESS STUDY No. LXXIII., BY THE AUTHORS.

BLACK.



WHITE.

White can but draw.

SOLUTION TO CHESS STUDY No. LXXI.

WHITE.

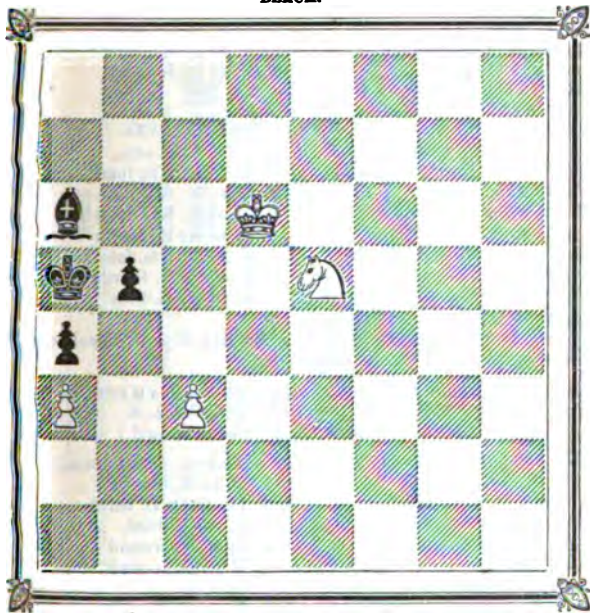
1. K. to K. fifth
2. P. to Q. R. fourth
3. K. to K. sixth
4. K. to Q. seventh
5. K. to Q. B. sixth
6. K. to Q. Kt. fifth, and wins.

BLACK.

1. P. to Q. Kt. fifth or (A)
2. K. to Q. B. third
3. K. to Q. B. fourth (best)
4. K. to Q. fifth
5. K. to Q. B. sixth

CHESS STUDY No. LXXIV., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, wins.

VARIATION A.

WHITE.

- 1.
2. P. to Q. Kt. fourth (check)
3. K. to Q. sixth
4. K. to Q. B. fifth
5. K. takes P.
6. K. to Q. R. fifth, and wins.

BLACK.

1. P. to Q. R. fifth
2. K. to Q. B. fifth or (B)
3. K. to Q. B. sixth
4. K. to Q. Kt. seventh
5. K. takes P. on Q. R. third

VARIATION B.

WHITE.

- 2.
3. K. to K. sixth
4. K. to Q. fifth
5. K. to Q. sixth
6. K. to Q. B. fifth
7. K. to Q. B. sixth, and wins.

BLACK.

2. K. to Q. B. third
3. K. to Q. B. second
4. K. to Q. Kt. third
5. K. to Q. Kt. second
6. K. to Q. R. third

SOLUTION TO CHESS STUDY No. LXXII.

WHITE.

1. B. to K. B. third (check)
2. B. to K. fourth
3. B. takes P. (check)
4. B. to Q. third
5. B. to K. second (check)
6. P. to K. R. fourth (ch.) (a)
7. P. to K. Kts. fourth (check)
8. B. to Q. square, and wins.

BLACK.

1. K. to K. Kts. fourth
2. K. to K. R. fourth
3. K. to K. Kts. fourth
4. K. to K. R. fourth
5. K. to K. Kts. fourth
6. K. to K. B. fourth
7. K. to K. B. fifth

(a) Were White to play B. to K. Kts. fourth, Black could draw by playing B. to K. Kts. second.

GAME BETWEEN MR. GREENAWAY AND AN AMATEUR; THE FORMER GIVING THE ODDS OF Q. R.

(Remove White's Q. R. from the board.)

WHITE. (MR. G.)

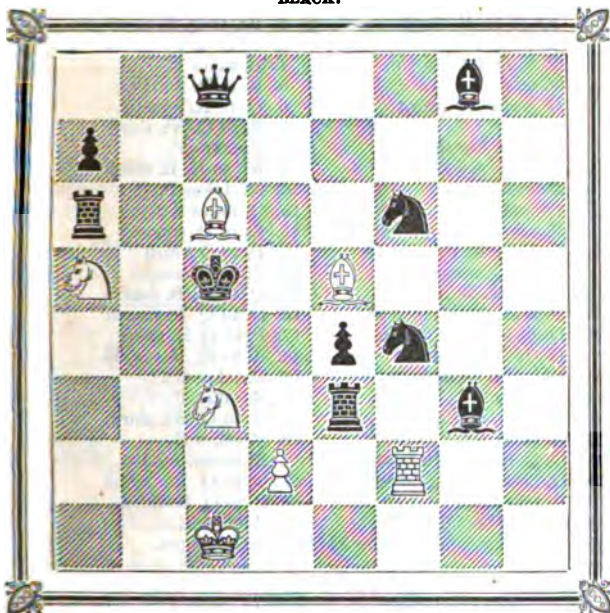
1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. Castles
6. Q. Kt. to B. third
7. B. to K. Kt. fifth
8. Kt. to Q. fifth
9. B. to K. third
10. K. Kt. takes P.
11. Q. to K. second
12. K. Kt. to Q. Kt. third
13. Q. takes Kt.
14. K. Kt. to Q. R. fifth
15. Q. to Q. Kt. third
16. P. to Q. B. fourth
17. Q. to Q. R. third
18. Q. B. P. takes B.
19. P. to Q. Kt. fourth
20. R. to Q. B. square
21. P. takes P.
22. P. to Q. B. sixth
23. P. takes P. (check)

BLACK. (AMATEUR.)

1. P. to K. fourth
 2. Kt. to Q. B. third
 3. P. to Q. third
 4. Q. to K. second
 5. B. to Q. second
 6. Castles
 7. P. to K. B. third
 8. Q. to K. square
 9. P. takes P.
 10. Kt. to K. fourth
 11. P. to Q. B. fourth
 12. Kt. takes B.
 13. B. to Q. B. third
 14. B. to Q. Kt. fourth
 15. Q. to Q. second
 16. B. to Q. B. third
 17. B. takes Kt.
 18. P. to K. Kt. fourth
 19. Kt. to K. R. third
 20. Kt. to K. Kt. fifth
 21. Kt. takes B.
 22. Q. to K. square
- And Black resigned.

ENIGMA No. XXXVI., BY MR. EDMUND STEVENS (Hartlip).

BLACK.



WHITE.

White moving first to checkmate in four moves.

SOLUTION TO ENIGMA No. XXXV.

WHITE.

1. R. takes P.
2. Kt. to Q. B. sixth
3. Bishop mates.

BLACK.

1. K. to K. fifth (best)
2. K. takes R.

GAME BETWEEN MR. HYDE PULLEN AND MR. G.

WHITE. (MR. H. P.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Q. to her Kt. third
7. Castles
8. P. to Q. fourth
9. B. to K. Kt. fifth
10. P. to K. fifth
11. Kt. takes Kt.
12. B. takes K. B. P. (check)
13. Q. B. to K. R. fourth
14. Kt. to Q. second
15. Kt. to K. B. third
16. P. takes P.
17. Q. R. to Q. B. square
18. Kt. to K. Kt. fifth
19. Kt. to K. sixth (check)
20. Q. takes B.
21. K. R. to Q. square
22. B. takes Kt.
23. Q. to K. seventh (check)
24. Q. takes Q. P. (check)
25. R. takes B.
26. Q. R. takes Q. B. P.
27. R. to Q. Kt. fourth (check), and Black resigns.

BLACK. (MR. G.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to R. fourth
6. Q. to K. second
7. B. to Q. Kt. third
8. P. takes P.
9. Kt. to K. B. third
10. Kt. takes P.
11. Q. takes Kt.
12. K. to Q. square
13. P. to Q. third
14. B. to Q. second
15. Q. to Q. B. fourth
16. Q. to Q. R. fourth
17. P. to Q. B. third
18. K. to Q. B. second
19. B. takes Kt.
20. B. takes P.
21. Q. to Q. Kt. third
22. P. takes B.
23. K. to Kt. square
24. Q. to Q. B. second
25. P. to Q. R. third
26. P. takes R.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 19, Strand.

W.—Your End Game is not of sufficient merit for a place in the *CHESS PLAYER*.

M. KIESERITZKY.—The double number of "La Régence" has come to hand. We shall notice it in a future number.

F. ROBINSON.—We have received your corrected problem, which will shortly appear.

A SUBSCRIBER.—It is the fault of your bookseller.

A STUDENT.—A chess club holds its meetings at the Three Cups, Queen-street, Oxford.

R. W.—The first volume of the *CHESS PLAYER* can be had by ordering it of your bookseller. The price is 4s. 6d.

LONDON:

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

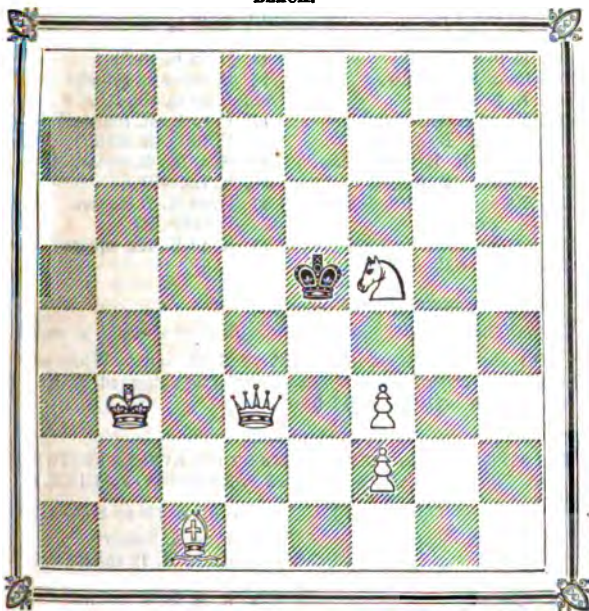
Vol. II.—No. 38.

APRIL 3, 1852.

Price 2d.

PROBLEM No. XXXVIII., BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

GAME PLAYED BETWEEN MESSRS. S. BODEN AND J. BODEN,
THE FORMER GIVING THE ODDS OF QUEEN'S KNIGHT.

(Remove Black's Q. Kt.)

BLACK. (MR. S. B.)	WHITE. (MR. J. B.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. P. to Q. fourth
5. P. takes P.	5. Kt. takes P.
6. Q. to K. second (a)	6. Kt. takes P. (check)
7. K. to Q. square	7. Kt. takes Q. R.
8. Kt. takes K. P.	8. Kt. to K. second
9. P. to Q. sixth	9. Castles
10. P. takes Kt.	10. Q. retakes P.
11. B. to Q. Kt. second	11. Kt. to Q. B. seventh
12. K. takes Kt.	12. P. to Q. Kt. fourth
13. B. to Q. Kt. third	13. B. to K. B. fourth (check)
14. P. to Q. third	14. B. to K. third
15. Q. to K. R. fifth	15. B. takes B. (check)
16. R. P. takes B.	16. B. to Q. third
17. Kt. to K. Kt. fourth	17. P. to Q. R. fourth (b)
18. P. to K. R. fourth	18. P. to Q. R. fifth
19. Kt. to K. R. sixth (check)	19. K. to K. R. square (c)
20. B. takes P. (check)	20. K. takes B.
21. Kt. to K. B. fifth (check)	21. K. to K. R. square
22. Kt. takes Q.	22. B. takes Kt.
23. Q. to K. fifth (check)	23. K. to K. Kt. square
24. Q. takes B., and wins.	

(a) A rather rash experiment.

(b) This is weak; but to check with Queen would be useless.

(c) Had not Black played P. to K. R. fourth, White could now have taken this Kt. safely; for if Q. checked at K. Kt. fourth, White Queen could have covered.

DASHING SKIRMISH PLAYED THE OTHER EVENING BETWEEN
MESSRS. BODEN AND S—T, THE FORMER GIVING THE K. KT.

BLACK. (MR. S. B.)	WHITE. (MR. S—T.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. Kt. to K. B. third
3. P. to Q. fourth	3. P. to Q. third
4. Castles	4. K. B. to K. second
5. K. B. to Q. third (a)	5. Kt. to Q. B. third
6. P. to Q. fifth	6. Kt. to Q. Kt. fifth
7. K. B. to Q. B. fourth (b)	7. K. Kt. takes K. P.

BLACK. (MR. S. B.)

8. Q. to K. square
9. Q. takes K. Kt.
10. P. to K. B. fourth
11. P. takes K. P.
12. Q. to K. second
13. Q. B. to K. R. sixth
14. R. takes B.
15. B. to Q. Kt. fifth (check)
16. P. takes Q. B. P.
17. Q. B. to K. third
18. P. takes Q. Kt. P. (dis. ch.)
19. Q. B. to K. R. sixth (check)
20. P. takes R., queens, check and wins.

WHITE. (MR. S.—T.)

8. Q. Kt. takes Q. B. P.
9. Kt. takes Q. R.
10. P. to K. Kt. third
11. Q. B. to K. B. fourth
12. Q. B. takes Q. Kt.
13. Q. B. to K. B. fourth
14. P. takes R.
15. P. to Q. B. third
16. Q. to Q. Kt. third (ch.) (c)
17. Q. to Q. B. second
18. K. to K. B. square
19. K. to Kt. square

(a) Intending, if Kt. takes K. P., to move up P. to K. B. fourth.

(b) Leaving K. P. purposely, having in view to win both the Knights for the Q. Rook.

(c) The position is very curious, and it is not easy to decide which is White's best move here.

GAME PLAYED BETWEEN MESSRS. S. BODEN AND J. BODEN,
THE FORMER GIVING THE ODDS OF QUEEN'S KNIGHT.

(Remove Black's Q. Kt.)

BLACK. (MR. S. B.)

1. P. to K. fourth
2. B. to K. second
3. P. to Q. B. third
4. P. to Q. third
5. P. to K. B. fourth
6. B. to K. B. third
7. Q. to K. second
8. Q. P. takes P.
9. P. to K. B. fifth
10. P. to K. Kt. fourth
11. Q. to K. B. second
12. Q. takes Kt.
13. P. to K. Kt. fifth
14. Kt. to K. second
15. P. to K. B. sixth
16. P. takes P.
17. B. to K. R. sixth
18. R. to K. Kt. square (check)
19. Q. takes B. (check)

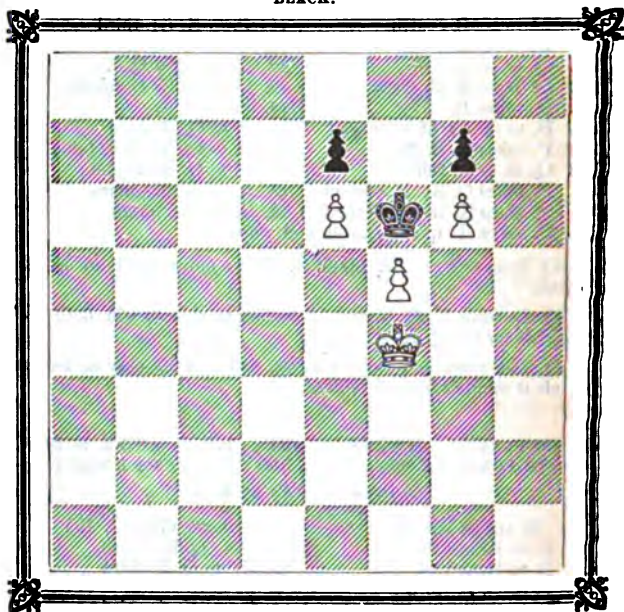
WHITE. (MR. J. B.)

1. P. to Q. B. fourth
2. Kt. to Q. B. third
3. P. to K. fourth
4. Kt. to K. B. third
5. B. to K. second
6. P. to Q. fourth
7. Q. P. takes P.
8. Castles
9. Q. to Q. R. fourth
10. Kt. to Q. fifth
11. Kt. takes B. (check)
12. P. to Q. Kt. third
13. Kt. to K. square
14. B. to Q. Kt. second
15. P. takes P.
16. K. B. takes P.
17. Q. to Q. R. fifth
18. K. to K. R. square
19. Kt. takes Q.

And Black mates in two moves.

CHESS STUDY No. LXXV., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, can only draw.

SOLUTION TO CHESS STUDY No. LXXIII.

WHITE.

1. B. to Q. B. fourth
2. P. to K. R. sixth
3. P. to K. Kts. fifth
4. K. to K. R. fifth
5. P. to K. Kts. sixth

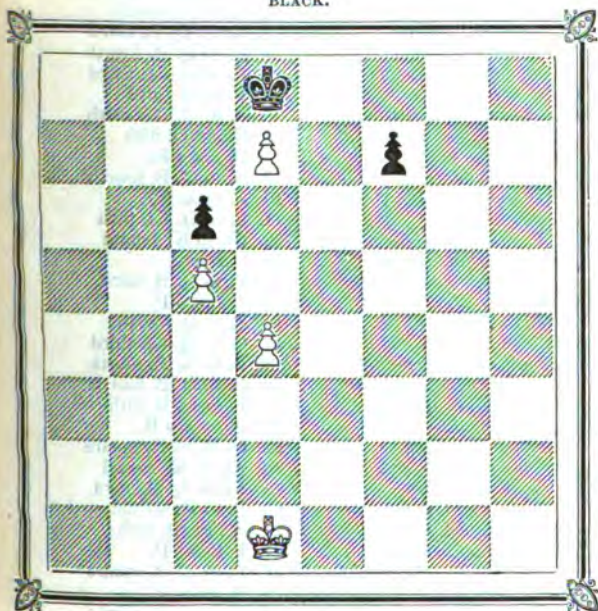
BLACK.

1. B. to Q. seventh
2. B. to K. sixth
3. B. to Q. seventh
4. B. to K. sixth
5. B. to Q. fourth

And draws.

CHESS STUDY No. LXXVI., BY THE AUTHORS.

BLACK.



WHITE.

White having to move wins.

SOLUTION TO CHESS STUDY No. LXXIV.

WHITE.

1. K. to Q. B. seventh
2. B. P. takes P. (check)
3. Kt. to K. B. seventh
4. Kt. to Q. sixth (check)
5. P. to Q. Kts. fifth
6. P. takes B., and wins.

BLACK.

1. P. to Q. Kts. fifth
2. K. to Q. Kts. fourth
3. K. to Q. B. fifth
4. K. to Q. Kts. sixth
5. K. takes P. (best)

**A BLINDFOLD GAME BETWEEN MESSRS. RICHBAUM AND
CROSS, PLAYED ON THE 11TH OF JULY, 1843.**

WHITE. (MR. E.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. Castles
6. P. to Q. R. fourth
7. P. to Q. Kt. fifth
8. Kt. takes Kt.
9. P. to Q. B. third
10. P. to Q. fourth
11. P. takes P.
12. P. to K. B. fourth
13. B. to Q. Kt. second
14. Kt. to Q. second
15. P. takes P.
16. P. to K. fifth
17. B. to Q. third
18. Kt. to K. B. third
19. Q. R. to Q. B. square
20. K. to K. R. square
21. B. takes B.
22. Q. to K. second
23. P. to K. Kt. fourth
24. P. to K. B. fifth
25. K. R. to Kt. square
26. P. to K. Kt. sixth
27. P. to K. B. sixth
28. P. takes P. (dis. check)
29. P. takes B.
30. Q. to K. Kt. second
31. Q. R. to K. B. square
32. B. to Q. B. square
33. Q. to K. R. third
34. B. to K. R. sixth
35. R. takes R. (check)
36. R. to K. Kt. square (check)

BLACK. (MR. C.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. B. to Q. Kt. third
5. P. to Q. third
6. P. to Q. R. fourth
7. Kt. to Q. fifth
8. B. takes Kt.
9. B. to Q. B. fourth
10. P. takes P.
11. B. to Q. Kt. fifth
12. Kt. to K. second
13. Castles
14. P. to Q. B. third
15. P. takes P.
16. P. to Q. fourth
17. Q. to Q. Kt. third
18. B. to K. B. fourth
19. P. to Q. B. fourth
20. P. to Q. B. fifth
21. Kt. takes B.
22. Q. R. to K. square
23. Kt. to K. second
24. Kt. to Q. B. third
25. B. to K. second
26. Kt. to Kt. fifth
27. P. takes P.
28. K. to K. R. square
29. R. takes P.
30. Q. to K. R. third
31. P. to K. B. third
32. Q. to K. Kt. third
33. Q. to K. fifth
34. R. to K. Kt. square
35. K. takes R.
36. K. to K. R. square

And White mates in two moves.

SOLUTION TO PROBLEM NO. XXXVII.**WHITE.**

1. P. to K. R. third (check)
2. B. takes Kt. (check)
3. Kt. to Kt. third (check)
4. R. to Q. B. fifth (check)
5. Kt. mates.

BLACK.

1. K. takes R.
2. K. takes B.
3. K. takes P.
4. K. takes B.

ENIGMA No. XXXVII., BY MR. EDMUND STEVENS.

BLACK.



WHITE.

White moving first to checkmate in two moves.

SOLUTION TO ENIGMA No. XXXVI.

WHITE.

1. P. to Q. fourth (check)
2. Kt. to Q. R. fourth (check)
3. R. to Q. Kt. second (check)
4. B. to Q. B. third, mate.

BLACK.

1. P. takes P. (*en pas.*) (best)
2. K. moves.
3. K. takes Kt.

GAME BETWEEN TWO AMATEURS; WHITE GIVING THE
ODDS OF Q. R.

WHITE.

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. Kt. to Kt. fifth
6. Kt. takes B.
7. B. takes P.
8. Q. to K. Kt. fourth
9. B. takes Kt.
10. Q. Kt. to B. third
11. Q. takes P. (check)
12. Q. to K. Kt. fourth
13. Q. to K. B. third
14. Kt. to Q. fifth
15. Q. to K. R. third
16. Q. takes Kt.
17. Q. to K. B. sixth (check)
18. Kt. takes P. (check)
19. Kt. takes R.
20. Q. to B. seventh (check)
21. Q. to her fifth (check)
22. Q. takes Kts. P. (check)
23. Kt. to B. seventh (check)
24. Kt. to Q. fifth (check)
25. Q. to K. seventh, mate.

BLACK.

1. P. to K. fourth
2. P. to Q. third
3. B. to K. third
4. Q. Kt. to B. third
5. Kt. to Q. R. fourth
6. P. takes Kt.
7. Q. to K. second
8. Kt. to K. R. third
9. P. takes B.
10. P. to K. R. fourth
11. K. to Q. square
12. Q. to K. Kt. second
13. Kt. to Q. B. third
14. Kt. to Q. fifth
15. Kt. takes B.
16. Q. takes P.
17. K. to his square
18. K. to Q. second
19. B. to Kt. second
20. K. to Q. B. third
21. K. to Q. second
22. K. to his third
23. K. to Q. second
24. K. to his third

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 19, Strand.

MR. GREEN, Merton College, Oxford.—Games received.

W. R.—The Correspondence Game between London and Amsterdam has not yet come to a conclusion. The moves made shall be recorded in an early number.

JYBUS.—We highly recommend Mr. Boden's "Treatise on Chess."

PLEASANT.—In games played between young players, positions frequently occur which a first-rate player, looking on, may feel interest in, and wish to analyse. In uninteresting games, we reprobate any interference.

T. ATKINS.—Thanks for the two positions. The one in six moves, though not quite original, is very neat in construction; the other requires amendment, as White, for the first move, can play B. to Q. sixth, and give mate in three moves. The Enigma in No. 35 should have a White Knight instead of King on K. R. sixth, and a Black Pawn instead of a White one on K. Kt. third—your intended position would then be correct.

LONDON:

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THE
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Kling and Horwitz.

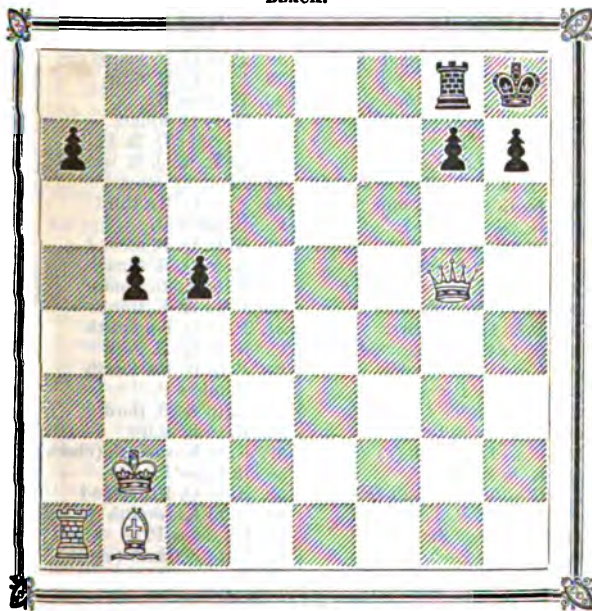
Vol. II.—No. 39.

APRIL 10, 1852.

Price 2d.

PROBLEM No. XXXIX., BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in three moves.

GAME BETWEEN MR. HORWITZ AND MR. WILLIAMS.

WHITE. (MR. W.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. B. to Q. B. fourth
5. P. to Q. fourth
6. Q. B. takes P.
7. B. to K. third
8. Q. takes B.
9. P. takes Q.
10. Q. Kt. to B. third
11. Castles Q. R.
12. Q. R. to K. B. square (a)
13. K. R. to K. Kt. square
14. P. takes P. (b)
15. B. to Q. Kt. third
16. Kt. takes Kt.
17. Q. R. to K. square
18. Q. B. to Q. second
19. B. to K. sixth
20. K. R. to K. square
21. R. takes B. (check)
22. Q. B. P. takes P.
23. K. to Q. Kt. square
24. Q. R. to K. B. seventh (d)
25. K. R. to K. seventh
26. R. takes K. R. P.
27. R. takes R.
28. P. to K. R. fourth
29. R. to K. Kt. seventh
30. B. to K. square
31. P. to Q. Kt. fourth
32. B. to K. Kt. third (check)
33. K. to Q. B. second
34. P. takes P.
35. R. takes P.
36. P. to K. B. fourth
37. P. to K. B. fifth (e)
38. K. to Q. third
39. R. to K. Kt. sixth (check)
40. K. to Q. B. third
41. P. to K. B. sixth (f)
42. R. takes Kt.
43. K. to Q. second

BLACK. (MR. H.)

1. P. to Q. third
2. P. to K. fourth
3. B. to K. Kt. fifth
4. P. takes P.
5. Q. Kt. to Q. second
6. Q. to K. B. third
7. B. takes Kt.
8. Q. takes Q.
9. P. to K. Kt. third
10. P. to Q. B. third
11. B. to K. second
12. K. Kt. to B. third
13. P. to Q. fourth
14. Kt. to Q. Kt. third
15. K. Kt. takes P.
16. P. takes Kt.
17. P. to K. B. third
18. P. to Q. R. fourth (c)
19. P. to Q. R. fifth
20. P. takes B.
21. K. to Q. square
22. R. takes Q. R. P.
23. Q. R. to Q. R. second
24. Kt. to Q. second
25. P. to Q. Kt. third
26. R. takes R.
27. K. to Q. B. second
28. R. to Q. R. square
29. R. to K. R. square
30. R. to K. R. third
31. P. to Q. Kt. fourth
32. K. to Q. B. third
33. P. to K. Kt. fourth
34. P. takes P.
35. R. to K. B. third
36. R. to K. third
37. R. to K. seventh (check)
38. R. takes P.
39. K. to Q. Kt. second
40. R. to K. seventh
41. Kt. takes P.
42. R. to K. sixth (check)
43. R. takes B.

Given up as drawn.

(a) P. to K. B. fourth would have been a more forward move.

(b) Instead of P. takes P., B. should now have gone to Q. Kt. third.

- (c) This move was rather too premature.
 (d) Q. R. to K. 6th attacking the Kt. would have been preferable.
 (e) K. to Q. third is much better.
 (f) Very bad; throwing away the game.

CORRESPONDENCE GAME BETWEEN LONDON & AMSTERDAM.

WHITE. (AMSTERDAM.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to K. fifth
7. B. to Q. Kt. fifth
8. B. takes Kt. (check)
9. P. takes P.
10. Kt. to Q. B. third
11. P. to K. R. fourth
12. B. to K. B. fourth
13. K. to K. B. square
14. Kt. to Q. R. fourth
15. P. to Q. Kt. third
16. K. Kt. takes P.
17. Kt. to Q. B. second
18. R. to Q. B. square
19. K. to K. Kt. square

BLACK. (LONDON.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. P. takes P.
4. B. to Q. B. fourth
5. Kt. to K. B. third
6. P. to Q. fourth
7. Kt. to K. fifth
8. P. takes B.
9. B. to Q. Kt. third
10. P. to K. B. fourth
11. Castles
12. P. to Q. B. fourth
13. R. to Q. Kt. square
14. Q. to K. square
15. P. takes P.
16. P. to Q. B. fourth
17. P. to Q. fifth
18. B. to Q. R. third (check)
19. B. to Q. Kt. fourth

The game has been well conducted on the side of London, and we think it must be won if properly followed up.

GAME PLAYED AT THE DUNDEE CLUB BETWEEN MR. G. B. FRASER AND MR. BAXTER.

WHITE. (MR. G. B. F.)

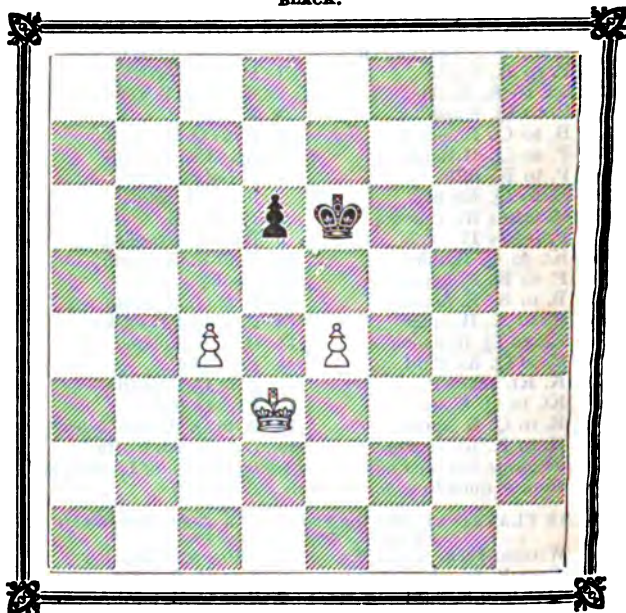
1. P. to K. fourth
2. Q. Kt. to B. third
3. P. to Q. fourth
4. P. takes K. P.
5. Q. to Q. fourth
6. P. takes B.
7. P. to K. B. fourth
8. K. Kt. to B. third
9. B. to Q. B. fourth
10. Q. B. to K. third
11. Q. to Q. second
12. B. to Q. fifth
13. Castles K. R.
14. P. to K. B. fifth
15. P. takes B.
16. Kt. to K. R. fourth
17. R. to K. B. fourth
18. R. to K. Kt. fourth
19. B. to K. R. sixth

BLACK. (MR. B.)

1. P. to K. fourth
 2. P. to Q. B. third
 3. B. to Q. Kt. fifth
 4. Q. to Q. R. fourth
 5. B. takes Q. Kt.
 6. K. Kt. to K. second
 7. Kt. to Kt. third
 8. Castles
 9. Q. Kt. to R. third
 10. P. to Q. B. fourth
 11. P. to Q. Kt. fourth
 12. R. to Q. Kt. square
 13. B. to Q. Kt. second
 14. B. takes B.
 15. Kt. to K. second
 16. Q. to Q. R. fifth
 17. Q. to Q. R. fourth
 18. P. to K. B. third
- Resigne.

CHESS STUDY No. LXXVII., BY THE AUTHORS.

BLACK.



WHITE.

White can but draw.

SOLUTION TO CHESS STUDY No. LXXV.

WHITE.

1. K. to K. fourth or (A)
2. K. to K. fifth
3. K. to K. B. fourth

BLACK.

1. K. to K. Kt. fourth
2. K. to K. R. fourth (a)
3. K. to K. R. third, and draws.

VARIATION A.

1. K. to K. Kt. fourth
2. K. to K. Kt. fifth
3. K. to K. B. fourth
4. K. to K. fifth

1. K. to K. fourth
2. K. to Q. third
3. K. to Q. B. third
4. K. to Q. B. 4th, and draws.

(a) The only move.

CHESS STUDY No. LXXVIII., BY MR. BROWN (London).

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY No. LXXVI.

WHITE.

1. P. to Q. fifth
2. P. to Q. B. sixth
3. K. to K. second
4. K. to K. third
5. K. to Q. fourth
6. K. takes P.
7. K. to K. fourth, and wins.

BLACK.

1. P. takes P. or (A)
2. P. to K. B. fourth or (B)
3. K. to Q. B. second (best)
4. K. to Q. square
5. P. to K. B. fifth
6. K. to Q. B. second

VARIATION A.

WHITE.	BLACK.
1.	1. K. takes P.
2. P. to Q. sixth	2. K. to K. third
3. K. to K. second	3. K. to Q. second
4. K. to K. third	4. K. to K. third
5. K. to K. fourth	5. K. to Q. second
6. K. to K. B. fifth	6. K. to Q. square
7. K. to K. B. sixth	7. K. to K. square
8. P. to Q. seventh (check)	8. K. to Q. square
9. K. takes P.	9. K. takes P.
10. K. to K. B. sixth	10. K. to Q. square
11. K. to K. sixth	11. K. to Q. B. second
12. K. to K. seventh	12. K. to Q. B. square
13. K. to Q. sixth	13. K. to Q. Kt. second
14. K. to Q. seventh, and wins.	

VARIATION B.

2.	2. P. to K. B. third
3. K. to K. square (a)	3. K. to Q. B. second
4. K. to K. B. second	4. K. to Q. square
5. K. to K. third	5. P. to K. B. fourth
6. K. to Q. fourth, and wins.	

(a) Were White now to play King to K. second, Black would draw in the following way :—

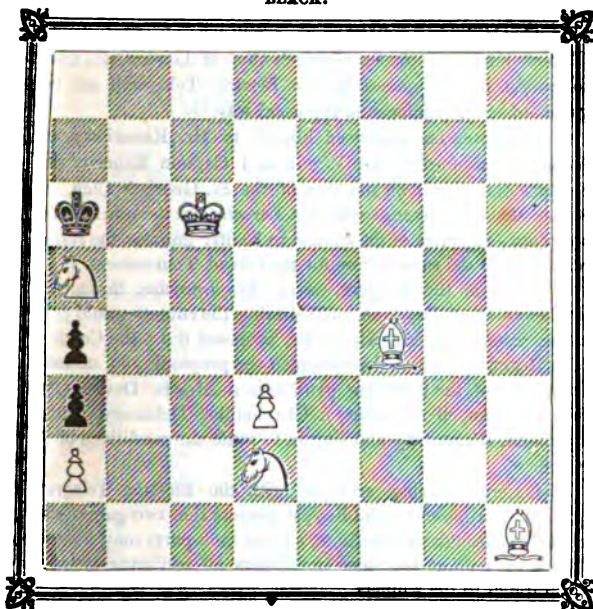
WHITE.	BLACK.
3. K. to K. second	3. P. to K. B. fourth
4. K. to K. third	4. K. to Q. B. second
5. K. to Q. fourth	5. P. to K. B. fifth, and draws.

THE BOOK OF THE TOURNAMENT.

This volume, containing the games played in the Grand Tournament, is now published, and makes a handsome book, uniform with the "Chess Companion." A long introduction precedes the games, containing a good deal of matter, which would have been better buried in oblivion. The games are accompanied with copious notes, to some of which exceptions may be taken; notwithstanding, the work is one of great interest to all chess-players.

ENIGMA No. XXXVIII., BY MR. C. T. ATKINS (Weymouth).

BLACK.



WHITE.

White moving first to checkmate in three moves.

SOLUTION TO ENIGMA No. XXXVII.

WHITE.

1. Q. to Q. Kt. sixth
2. Queen or Knight mates.

BLACK.

1. Any move.

SOLUTION TO PROBLEM No. XXXVIII.

WHITE.

1. Q. to Q. R. sixth
2. B. to K. B. fourth
3. Q. to K. B. sixth, mate.

BLACK.

1. K. takes Kt. (best)
2. K. takes B.

THE CONTEST BETWEEN FRANCE AND ENGLAND BY CORRESPONDENCE, AND THROUGH THE MEDIUM OF THE ELECTRIC TELEGRAPH.

(From *La Régence*.)

In a short time, a contest in chess will take place between the Club of Paris and the St. George's Club of London, the match to consist of two games by the Electric Telegraph and two games by correspondence in the usual way.

Mr. Staunton has addressed himself to Mr. Kieseritzky, and proposes that himself, Mr. Wyvill and Captain Kennedy shall conduct the match on the part of the St. George's Club, and wishes Mr. K. to arrange with Mr. Laroche and the other French amateurs; the prize of the contest to be fifty guineas, the surplus remaining of the subscription for the Grand Tournament.

Deprived of the co-operation of Mr. Laroche, through his private affairs at Bayonne, and believing the contest would prove highly interesting, Mr. Kieseritzky proposed it to the Cercle of "La Régence," which has accepted the proposal, and named a Committee of the following gentlemen:—Messrs. Devink (President), Crampell (Secretary), Chamouillet, Delannoy, Garcin, Journaud, Kieseritzky and Seguin to settle the conditions of the match.

The Cercle, having arranged with the Electric Telegraph Company, proposes to the English players that two games shall be played through that medium, so that each party may have the first move, and at the same time offers an additional prize of 1,250 francs to the winners.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 19, Strand.

R. W. and A. D. (Sedburgh).—Problem received.

J. H.—The only work we know of by the late R. Kniper is a collection of excellent problems by himself and Andersen, published at half-a-crown, which, we believe, may still be had of the publisher of the CHESS PLAYER.

R. T.—Your problem of five moves can be solved in three.

W. M.—We prefer Black's game.

C. R.—You can obtain the information you require by calling at the Philidorian, 19, Strand.

T. B.—Where such large odds are given, the player is quite justified in sustaining the game till he is checkmated.

LONDON:

Printed by R. HASTINGS (at the offices of F. Salisbury and Co., Printers, Bouverie-street and Primrose-hill, Fleet-street), and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTON, Marlborough-street; at RICE'S Divan, Strand; and at the Philidorian Chess Rooms, 19, Strand.

THE
CHESS PLAYER.
EDITED BY

EDITED BY

Kling and Horwitz.

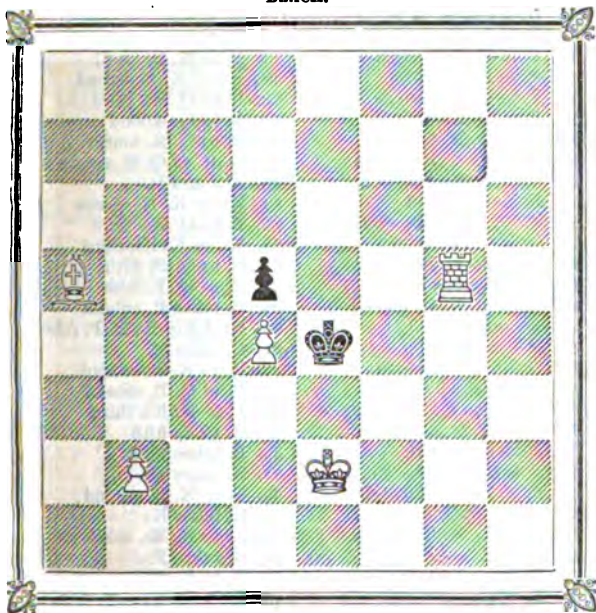
Vol. II.—No. 40.

APRIL 17, 1852.

Price 2d.

PROBLEM No. XL., BY HERR KLING.

BLACK.

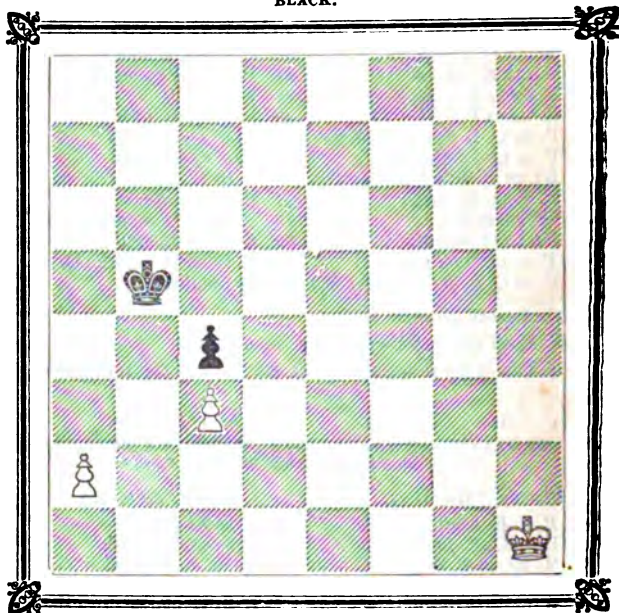


WHITE.

White to move, and mate in six moves.

CHESS STUDY No. LXXIX., BY THE AUTHORS.

BLACK.



WHITE.

Whoever has the move wins.

SOLUTION TO CHESS STUDY No. LXXVII.

WHITE.

1. K. to Q. fourth
2. P. to K. fifth
3. P. takes P.

BLACK.

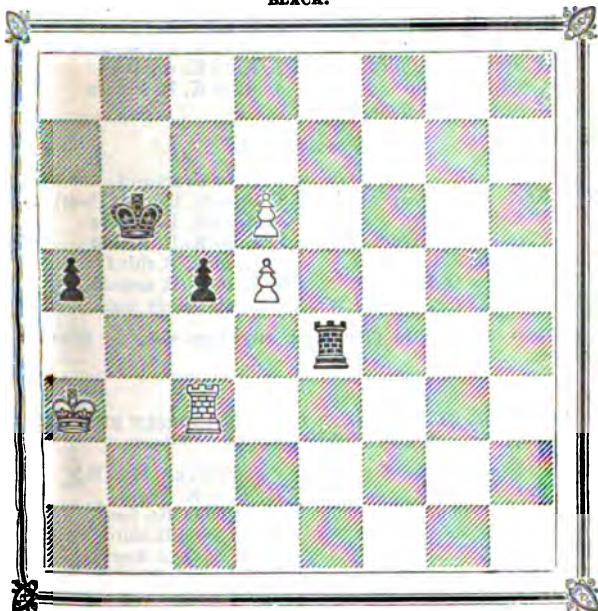
1. K. to K. second (a)
2. K. to K. third (b)
3. K. takes P., and draws.

(a) The only move to draw.

(b) Were Black to take Pawn, he must lose.

CHESS STUDY No. LXXX., BY THE AUTHORS.

BLACK.



WHITE.

White to play and win.

SOLUTION TO CHESS STUDY No. LXXVIII.

WHITE.

1. P. to K. R. fifth
2. P. to K. R. sixth
3. P. to K. R. seventh
4. R. to K. second
5. R. to Q. second
6. Kt. to K. Kt. eighth (check)
7. R. to Q. eighth (check)
8. Kt. to K. B. sixth, and wins.

BLACK.

1. R. to K. R. seventh or (A)
2. K. to K. second
3. K. to K. B. square
4. R. to K. R. sixth
5. K. to K. second
6. K. to K. B. square
7. K. to K. Kt. second

VARIATION A.

WHITE.

- 2.
3. R. takes B.
4. P. to K. Kt. sixth
5. Kt. to K. Kt. eighth
6. P. to K. R. sixth
7. Kt. to K. seventh, and wins.

BLACK.

2. P. to K. B. third
3. P. takes R.
4. R. to K. Kt. seventh or (B)
5. K. to K. square
6. K. to K. B. square

VARIATION B.

- | | |
|--|---|
| <ol style="list-style-type: none"> 4. 5. Kt. to K. Kt. fourth 6. P. to K. R. sixth 7. P. to K. Kt. seventh (ch.) 8. Kt. to K. fifth (check) 9. Kt. takes Q. B. P. 10. Kt. to K. seventh, and White must ultimately win. | <ol style="list-style-type: none"> 4. K. to K. second 5. R. to K. Kt. 7th (best) (a) 6. K. to K. B. square 7. K. to K. B. second 8. K. to K. B. third 9. K. to K. B. second |
|--|---|

(a) Were Black to play Rook anywhere else, he must lose sooner.

LIVELY GAME PLAYED AT THE PHILIDORIAN BETWEEN
MESSRS. SISSON AND BROWN.

BLACK. (MR. S.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. B. takes P.
4. B. to Q. B. fourth
5. Q. to K. B. third
6. P. to Q. third
7. B. to K. Kt. fifth
8. B. takes Kt.
9. Q. to K. R. fifth
10. P. takes P.
11. B. to Kt. third
12. Kt. to K. B. third
13. Castles
14. Kt. to K. R. fourth
15. Q. to Q. square
16. Kt. to K. B. third
17. Kt. takes Kt.
18. Kt. to Q. B. third
19. Kt. takes P.
20. K. moves.
21. Q. to K. B. third

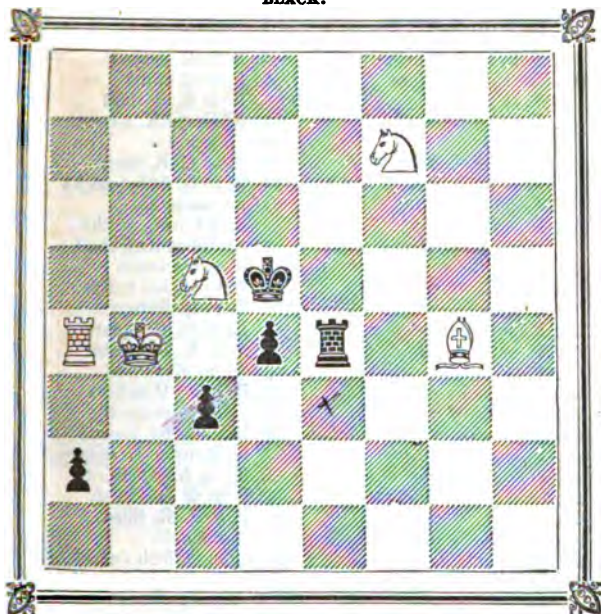
WHITE. (MR. B.)

1. P. to K. fourth
2. P. to Q. Kt. fourth
3. P. to Q. B. third
4. B. to Q. B. fourth
5. Kt. to K. B. third
6. Castles
7. P. to K. R. third
8. P. takes B.
9. P. to Q. fourth
10. P. re-takes.
11. K. to R. second
12. B. to K. third
13. Kt. to Q. B. third
14. R. to K. Kt. square
15. R. to K. Kt. fifth
16. Kt. to Q. fifth
17. B. takes Kt.
18. Q. to K. Kt. square
19. R. takes P. (check)
20. Q. to K. Kt. fourth

And White mates by force in eight moves.

ENIGMA No. XXXIX., BY MR. E. W. YOUNG.

BLACK.



WHITE.

White mates in three moves.

SOLUTION TO ENIGMA No. XXXVIII.

WHITE.

1. Kt. to K. fourth
2. Kt. to Q. B. fifth
3. B. to Q. second (check), and mate.

BLACK.

1. K. takes Kt. or (A)
2. K. moves.

VARIATION A.

- | | |
|--|-----------------------|
| 1. | 1. K. to Q. R. second |
| 2. Kt. to Q. B. fifth | 2. K. to Q. R. square |
| 3. K. to Q. Kt. sixth (disc. check), and mate. | |

GAME BETWEEN MR. WITHERS AND MR. E. WILLIAMS.

WHITE. (MR. W.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Kt. to Q. B. third
4. P. to K. B. fourth
5. Kt. to K. B. third
6. P. to Q. third
7. B. to Q. second
8. Castles
9. P. to Q. R. third
10. B. to Q. R. second
11. Kt. takes B.
12. Kt. to K. second
13. P. to Q. B. third
14. Q. takes Kt.
15. R. to K. B. third
16. B. to K. third
17. B. to Q. second
18. R. to K. Kt. third
19. P. to K. fifth
20. P. takes P.
21. B. to K. third
22. Q. B. takes P.
23. R. to Q. B. square
24. P. to Q. Kt. fourth
25. Q. R. to K. B. square
26. R. to K. R. third
27. Q. to K. R. fifth
28. P. takes R.
29. K. to K. R. square

BLACK. (MR. E. W.)

1. P. to Q. B. fourth
2. Kt. to Q. B. third
3. P. to K. third
4. B. to K. second
5. P. to Q. third
6. B. to K. B. third
7. K. Kt. to K. second
8. Castles
9. P. to Q. R. third
10. B. to Q. fifth (check)
11. Kt. takes Kt.
12. K. Kt. to Q. B. third
13. Kt. takes Kt. (check)
14. P. to Q. fourth
15. P. to Q. Kt. fourth
16. P. to Q. fifth
17. K. to K. R. square
18. P. to K. B. fourth
19. Kt. to K. second
20. Q. takes P. (check)
21. Q. to Q. second
22. B. to Q. Kt. second
23. K. R. to Q. B. square
24. Kt. to K. Kt. third
25. P. to Q. R. fourth
26. P. to K. R. third
27. R. takes B.
28. Q. to Q. fifth (check)
29. Kt. takes K. B. P., and wins.

SOLUTION TO PROBLEM No. XXXIX.

WHITE.

1. Q. to K. Kt. sixth
2. B. to Q. R. second
3. Rook mates.

BLACK.

1. P. takes Q. (best)
2. Anything.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 19, Strand.

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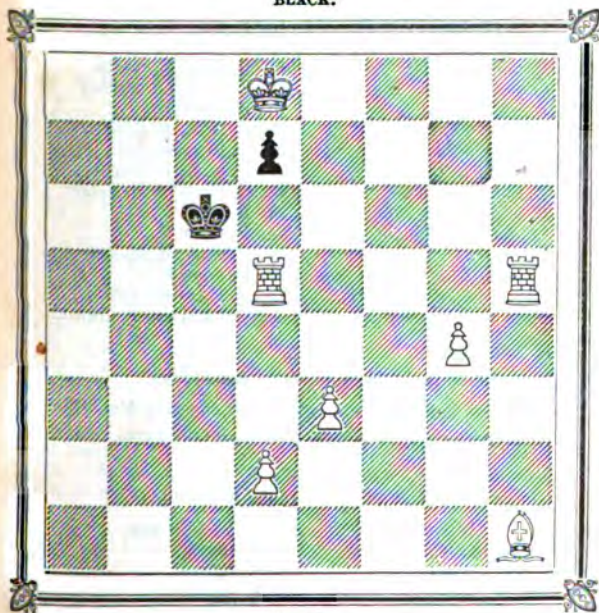
Vol. II.—No. 41.

APRIL 24, 1852.

Price 2d.

PROBLEM No. XLI., BY MR. H. TURTON.

BLACK.



WHITE.

White to move, and mate in four moves with his Q. P.

NINTH GAME IN THE MATCH BETWEEN MESSRS. WILLIAMS
AND HORWITZ.

WHITE. (MR. W.)

1. P. to Q. fourth
2. P. to K. third
3. Kt. to K. B. third
4. B. to Q. third
5. Castles
6. P. to Q. B. fourth
7. Kt. to Q. B. third
8. P. to Q. R. third
9. P. to Q. fifth
10. B. to Q. B. second
11. P. takes P.
12. K. Kt. to K. Kt. fifth
13. P. to K. B. fourth
14. Kt. to K. B. third
15. P. to K. fourth (b)
16. Q. Kt. takes P.
17. B. takes Kt.
18. Q. to Q. third
19. B. takes B.
20. P. to K. Kt. fourth
21. B. to Q. second
22. P. to K. R. third
23. B. to Q. B. third
24. B. takes R. (c)
25. Kt. to K. R. fourth
26. Kt. takes P.
27. P. to K. B. fifth
28. Q. R. to K. square (d)
29. K. to K. R. square, and the game was ultimately drawn.

BLACK. (MR. H.)

1. P. to K. third
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to Q. Kt. third
5. B. to Q. Kt. second
6. B. to K. second
7. Castles
8. P. to Q. B. fourth
9. P. to K. Kt. third
10. P. takes P.
11. P. to Q. third
12. B. to Q. B. square
13. P. to K. R. third (a)
14. Q. Kt. to R. third
15. P. takes P.
16. Kt. takes Kt.
17. B. to K. B. fourth
18. Kt. to Q. B. second
19. R. takes B.
20. R. to K. B. third
21. Q. to Q. second
22. P. to K. R. fourth
23. Q. R. to K. B. square
24. R. takes B.
25. P. takes P.
26. B. to K. B. square
27. P. takes P.
28. R. takes Kt. (check)

- (a) Time lost.
- (b) K. Kt. to R. fourth would have been better.
- (c) The whole attack was masterly carried out by Mr. Williams.
- (d) This move ought to have cost White the game.

SOLUTION TO PROBLEM No. XL.

WHITE.

1. B. to Q. Kt. sixth
2. B. to Q. eighth
3. B. to K. B. sixth
4. B. to K. seventh
5. B. to Q. sixth
6. R. mates.

BLACK.

1. K. moves.
2. K. moves.
3. K. moves.
4. K. moves.
5. K. takes P.

GAME BETWEEN MR. H. K. AND THE REV. J. H. SWEET.

WHITE. (MR. H. K.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. third
6. P. to K. R. third
7. Castles
8. B. to K. third
9. P. to Q. Kt. fourth
10. Q. Kt. to Q. second
11. P. to Q. R. fourth
12. P. to Q. R. fifth
13. Q. to Q. B. second
14. Kt. to Q. Kt. third
15. P. to K. Kt. fourth
16. Kt. to K. R. second
17. P. to Q. fourth
18. P. to K. B. third
19. Q. to Q. second
20. B. to Q. third
21. P. takes R. P.
22. B. takes Kt.
23. Kt. to K. Kt. fourth
24. Q. to K. R. second
25. P. to K. R. sixth
26. Q. R. to Q. Kt. square
27. P. to Q. B. fourth
28. B. takes B.
29. K. R. to Q. B. square (b)
30. Kt. takes B.
31. K. to K. R. square
32. Q. to K. B. second
33. P. to K. R. fourth
34. P. takes Kt.
35. Q. to K. Kt. second
36. K. takes Q.
37. K. to K. R. third
38. K. to K. R. second

BLACK. (REV. J. H. S.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. Kt. to K. B. third
5. P. to Q. third
6. P. to K. R. third
7. Castles
8. B. to Q. Kt. third
9. Q. to K. second
10. B. to Q. second
11. P. to Q. R. third
12. B. to Q. R. second
13. K. to K. R. square
14. Kt. to K. R. second
15. Kt. to Q. square
16. P. to K. Kt. fourth
17. P. to K. B. third
18. Kt. to K. third
19. R. to K. B. second
20. P. to K. R. fourth (a)
21. Kt. to K. B. fifth
22. Kt. P. takes B.
23. R. to K. Kt. second
24. Q. to K. B. second
25. R. to K. Kt. third
26. B. to K. third
27. B. takes Q. B. P.
28. Q. takes B.
29. B. takes P. (check)
30. Q. takes Kt. (check)
31. Q. to Q. sixth
32. Kt. to K. Kt. fourth
33. Kt. takes K. P.
34. Q. takes P. (check)
35. Q. takes Q. (check)
36. R. takes Kt. (check)
37. R. to K. Kt. sixth (check)
38. P. to Q. B. third (c)

And White resigns.

(a) Good move ; made with the view of breaking into White's position.

(b) Queen to Q. second would have been now the move.

(c) Q. R. to K. Kt. square would shorten the game, as White could never have taken P. with Rook without being mated in a few moves.

CHESS STUDY No. LXXXI., BY THE AUTHORS.

BLACK.



WHITE.

White having the move wins.

SOLUTION TO CHESS STUDY No. LXXXI.

WHITE.

1. K. to K. Kt. second
2. K. to K. B. third
3. K. to K. fourth
4. K. to Q. fifth
5. K. to Q. fourth, and wins.

BLACK.

1. K. to Q. R. fifth
2. K. to Q. R. sixth
3. K. takes P.
4. K. to Q. Kt. sixth

BLACK TO MOVE FIRST.

BLACK.

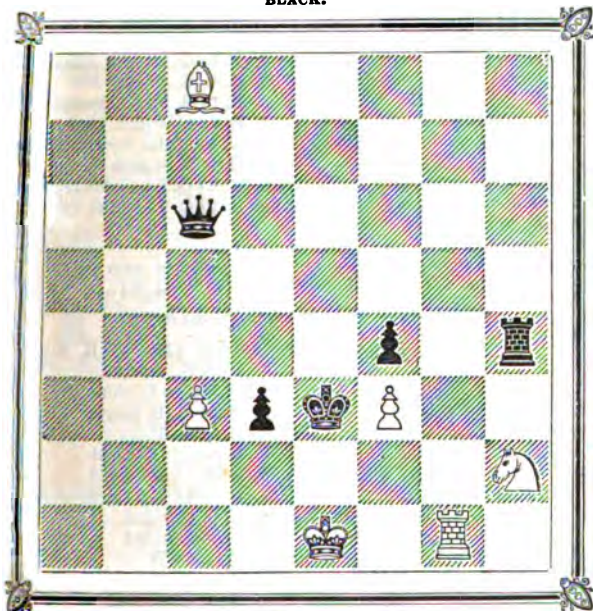
1. K. to Q. R. fifth
2. K. to Q. R. sixth
3. K. takes P.

WHITE.

1. K. to K. Kt. second
2. K. to K. B. square or (A)
3. K. to K. square

CHESS STUDY No. LXXXII., BY THE AUTHORS.

BLACK.



WHITE.

White draws the game.

BLACK.

4. K. to Q. Kt. sixth
5. K. to Q. Kt. seventh
6. K. takes P.
7. K. to Q. sixth, and wins.

WHITE.

4. K. to Q. second
5. K. to Q. square
6. K. to Q. B. square

VARIATION A.

- 2.
3. K. takes P.
4. K. to Q. Kt. seventh
5. K. to Q. Kt. sixth, and wins.

2. K. to K. B. third
3. K. to K. fourth
4. K. to Q. fourth

SOLUTION TO CHESS STUDY No. LXXX.

WHITE.

1. R. takes P.
2. K. to Q. Kt. second
3. R. to Q. B. sixth (check)
4. K. to Q. Kt. third
5. K. takes P.
6. R. to Q. B. fifth
7. K. to Q. Kt. fifth
8. R. to Q. B. seventh (check)
9. K. to Q. Kt. sixth
10. P. to Q. seventh
11. K. to Q. B. sixth
12. K. to Q. sixth, and wins.

BLACK.

1. R. to K. sixth (check)
2. R. to K. square (best)
3. K. to Q. Kt. second (best)
4. P. to Q. R. fifth (check)
5. R. to K. fourth
6. R. to K. fifth (check)
7. R. to K. square (best)
8. K. to Q. Kt. square
9. R. to K. eighth (best)
10. R. to Q. Kt. eighth (check)
11. R. to Q. B. eighth (check)

GAME PLAYED BETWEEN MR. G. B. FRASER AND MR. C. R. BAXTER; THE FORMER GIVING Q. KT.

(Remove White's Q. Kt. from the board.)

WHITE. (MR. G. B. F.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. Q. to Q. B. second
8. B. to Q. Kt. second
9. P. to K. R. third
10. B. takes B.
11. Kt. to K. Kt. fifth
12. Q. to Q. Kt. third
13. P. to Q. third
14. K. Kt. to B. third
15. B. to Q. R. third
16. Kt. to Q. second
17. P. to K. Kt. third
18. K. to R. square
19. P. to Q. fourth
20. Kt. to Q. B. fourth
21. Kt. takes B. (check)
22. Q. takes P. on B. sixth
23. Q. R. to Q. B. square
24. P. to K. B. fourth
25. P. to K. fifth
26. P. takes P.
27. K. R. to B. third

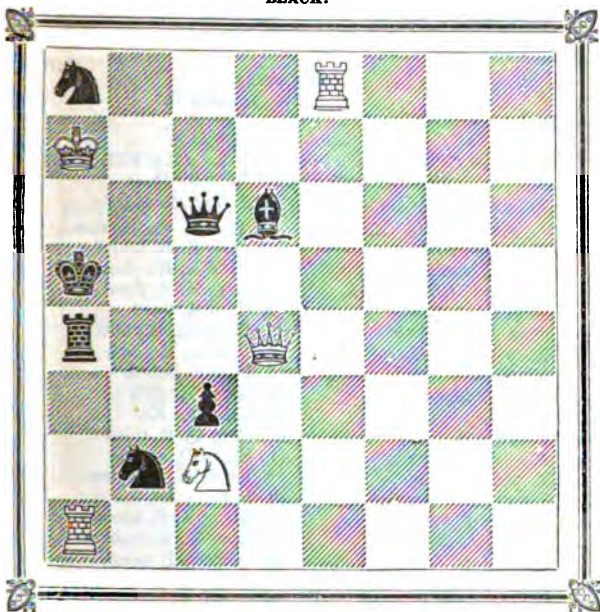
BLACK. (MR. C. R. B.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. R. fourth
6. K. Kt. to B. third
7. B. to Q. Kt. third
8. P. to Q. third
9. B. to K. third
10. P. takes B.
11. Q. to K. second
12. K. to Q. second
13. P. to K. R. third
14. P. to K. Kt. fourth
15. P. to K. Kt. fifth
16. P. takes P.
17. Q. R. to K. Kt. square
18. K. Kt. to Kt. fifth
19. P. takes P.
20. P. takes P.
21. R. P. takes Kt.
22. R. to K. B. square
23. K. R. to K. Kt. square
24. P. to K. R. fourth
25. Q. to K. R. second
26. Q. checks
27. R. takes K. B. P.

And wins in a few more moves.

ENIGMA No. XL., BY MR. C. T. ATKINS (Weymouth.)

BLACK.



WHITE.

White moving first can checkmate in three moves.

SOLUTION TO ENIGMA No. XXXIX.

WHITE.

1. K. to Q. Kt. fifth
2. R. to Q. R. sixth
3. P. mates.

BLACK.

1. R. takes B. or (A B C)
2. R. to Kt. third or (D)

VARIATION A.

- 1.
2. R. to Q. R. sixth
3. B. takes R., mate.

1. R. takes P.
2. R. to K. third

VARIATION B.

- 1.
2. R. takes Q. P. (check)
3. B. to K. sixth, mate.

1. P. at Q. R. eighth, Queens
2. R. takes R.

VARIATION C.

WHITE.

BLACK.

- 1.
2. R. takes R.
3. B. mates.

1. P. takes P.
2. Any move.

VARIATION D.

- 2.
3. R. to Q. sixth, mate.

2. P. takes P.

GAME BETWEEN MR. KLING AND AN AMATEUR; THE
FORMER GIVING QUEEN'S ROOK.

(Remove White's Queen's Rook from the board.)

WHITE. (MR. K.)

BLACK. (AMATEUR.)

1. P. to K. fourth
2. B. to K. second
3. P. to Q. fourth
4. P. to K. B. fourth
5. P. to Q. B. fourth
6. Kt. to Q. B. third
7. Kt. to K. B. third
8. P. to K. fifth
9. Castles
10. P. takes Kt.
11. P. to K. Kt. third
12. K. to K. R. square
13. Kt. to K. R. fourth
14. P. to Q. B. fifth
15. P. to Q. R. fourth
16. Q. to Q. B. second
17. B. to Q. third
18. Kt. takes Kt. P.
19. Q. to Q. Kt. square
20. Kt. to K. R. fourth
21. P. to K. B. fifth
22. P. takes P.
23. Q. takes B.
24. Kt. to K. B. third
25. Q. takes P.
26. Q. to Q. B. square
27. Q. to K. B. fourth
28. Q. to K. B. sixth
29. Kt. to K. Kt. fifth
30. Kt. takes B.

1. P. to K. R. fourth
2. P. to K. Kt. third
3. B. to K. R. third
4. P. to K. third
5. Kt. to K. B. third
6. P. to Q. B. third
7. P. to Q. fourth
8. Kt. to K. fifth
9. Kt. takes Kt.
10. P. to Q. R. third
11. Kt. to Q. second
12. Kt. to K. B. square
13. P. to Q. Kt. fourth
14. Kt. to K. R. second
15. R. to K. Kt. square
16. Q. to Q. B. second
17. Q. to Q. R. fourth
18. Q. takes Q. R. P.
19. Kt. to K. B. square
20. R. to Q. Kt. square
21. B. takes B.
22. B. takes P.
23. P. to Q. Kt. fifth
24. P. takes P.
25. Q. to Q. Kt. fifth
26. Q. to Q. Kt. seventh
27. R. to K. Kt. fifth
28. R. takes Q. P.
29. R. takes B.
- And Black resigns.

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

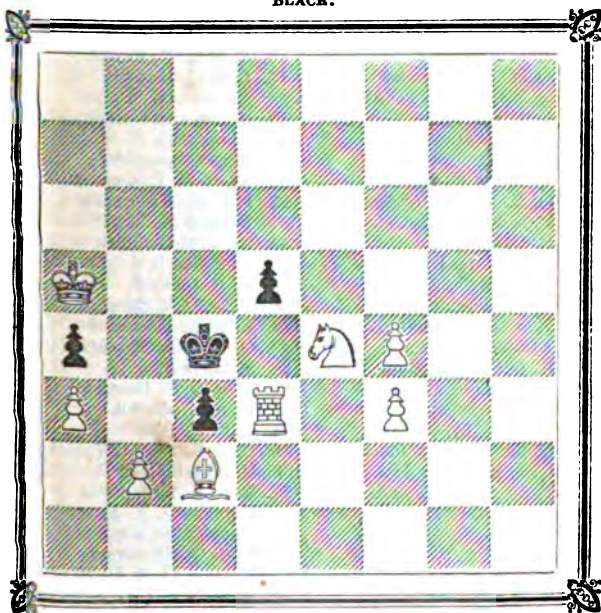
Vol. II.—No. 42.

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PROBLEM No. XLII., BY JUDY.

BLACK.



WHITE.

White to play, and mate in six moves.

TENTH GAME IN THE MATCH BETWEEN MESSRS. WILLIAMS
AND HORWITZ.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. fifth
4. Kt. to K. B. third
5. B. to K. second
6. Castles
7. P. to Q. B. third
8. P. to Q. fourth
9. B. to Q. third
10. K. to K. R. square
11. Q. to Q. B. second
12. Q. B. to K. third
13. B. to K. Kt. square
14. P. to K. R. third
15. P. to Q. R. third
16. B. to K. second
17. Q. Kt. to Q. second
18. Q. takes Q. R. P. (b)
19. Q. P. takes Kt.
20. R. takes Q.
21. Kt. to Q. fourth
22. Q. Kt. to K. B. third
23. Q. R. to K. B. square
24. P. to K. Kt. fourth
25. R. takes P.
26. Q. R. to K. Kt. square (c)
27. R. takes Kt.
28. R. to K. Kt. third
29. P. to K. R. fourth
30. P. takes P.
31. K. to K. Kt. second
32. Q. Kt. to K. R. second
33. B. to K. R. fifth (check)
34. K. Kt. to K. B. third
35. Q. Kt. to K. Kt. fourth
36. K. to K. R. third
37. Q. Kt. to K. B. sixth
38. K. Kt. takes P.
39. Q. Kt. to K. R. seventh
40. R. to K. B. third
41. R. to K. B. sixth
42. R. to K. R. sixth
43. K. to K. R. fourth
44. K. to K. R. third
45. K. to K. Kt. second

WHITE. (MR. W.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Kt. to Q. B. third
5. Kt. to K. R. third
6. B. to K. second
7. Castles
8. P. to K. B. third
9. Q. to Q. Kt. third
10. B. to Q. second
11. P. to K. B. fourth (a)
12. Kt. to K. Kt. fifth
13. Q. R. to Q. B. square
14. Kt. to K. R. third
15. P. to Q. B. fifth
16. P. to Q. R. fourth
17. P. to Q. R. fifth
18. Kt. takes K. P.
19. Q. takes B. (check)
20. B. takes Q.
21. B. to Q. second
22. Kt. to K. B. second
23. P. to K. Kt. fourth
24. P. takes K. Kt. P.
25. Kt. to K. R. third
26. Kt. takes R.
27. K. R. takes P.
28. P. to K. R. third
29. K. to K. B. second
30. Q. R. to K. Kt. square (d)
31. P. takes P.
32. B. to Q. B. fourth
33. K. to K. second
34. R. to K. fifth
35. R. to K. seventh (check)
36. R. takes Q. Kt. P.
37. R. to K. Kt. second
38. B. takes Q. R. P.
39. R. to Q. Kt. sixth
40. B. to Q. Kt. seventh
41. B. takes Q. B. P.
42. B. takes P. (dis. check)
43. B. to K. Kt. sixth (check)
44. P. to K. fourth (dis. check)
45. B. to K. B. fifth

BLACK. (MR. H.)

WHITE. (MR. W.)

46. R. to K. Kt. sixth

46. R. to K. Kt. sixth (check)

47. K. to K. B. second

47. R. takes Kt.

And Black resigned.

(a) The best move.

(b) Rather hazardous.

(c) An oversight.

(d) Better than taking the Pawn at once.

GAME PLAYED BETWEEN MR. G. B. FRASER AND MR. C. R.
BAXTER; THE FORMER GIVING Q. KT.

(Remove Black's Q. Kt. from the board.)

BLACK. (MR. G. B. F.)

WHITE. (MR. C. R. B.)

1. P. to K. fourth

1. P. to K. fourth

2. B. to Q. B. fourth

2. B. to Q. B. fourth

3. K. Kt. to B. third

3. Q. Kt. to B. third

4. P. to Q. Kt. fourth

4. B. takes P.

5. P. to Q. B. third

5. B. to Q. R. fourth

6. Castles

6. K. Kt. to B. third

7. Q. to Q. B. second

7. B. to Q. Kt. third

8. P. to Q. fourth

8. P. to Q. third

9. P. takes P.

9. Kt. takes P.

10. Kt. takes Kt.

10. P. takes Kt.

11. Q. B. to B. third

11. B. to K. Kt. fifth

12. Q. R. to Q. square

12. B. takes R.

13. R. takes B.

13. Q. to Q. B. square

14. Q. to Q. Kt. third

14. P. to Q. B. fourth

15. B. takes K. B. P. (check)

15. K. to K. second

16. B. to Q. B. square

16. R. to K. B. square

17. B. to Q. B. fourth

17. Q. to Q. B. third

18. B. to K. Kt. fifth

18. Q. takes P.

19. B. to Q. fifth

19. Q. to K. B. fourth

20. B. takes Kt. (check)

20. Q. takes B.

21. B. to K. B. third

21. Q. R. to Q. square

22. R. to K. square

22. Q. R. to Q. seventh

23. P. to Q. R. fourth

23. R. takes K. B. P.

24. Q. to Q. fifth

24. R. takes Kt. P. (check)

25. K. takes R.

25. Q. to K. Kt. fourth (check)

26. K. to B. square

26. R. to K. B. fourth

27. Q. takes Kt. P. (check)

27. K. to K. B. third

28. Q. to Q. B. sixth (check)

28. K. to K. second

29. R. to Q. square

29. K. to K. B. square

30. Q. to Q. B. eighth (check)

30. K. to K. second

31. B. to Q. B. sixth

31. Q. to K. R. fourth

32. R. to Q. seventh (check)

32. K. to K. B. third

33. Q. to K. B. eighth (check)

33. K. to Kt. fourth

34. R. takes P. (check)

34. K. to K. B. fifth

35. Q. to Q. sixth

35. Q. to K. seventh

36. Q. to K. R. third (check), and wins.

TENTH GAME IN THE MATCH BETWEEN MESSRS. WILLIAMS
AND HORWITZ.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. to K. fifth
4. Kt. to K. B. third
5. B. to K. second
6. Castles
7. P. to Q. B. third
8. P. to Q. fourth
9. B. to Q. third
10. K. to K. R. square
11. Q. to Q. B. second
12. Q. B. to K. third
13. B. to K. Kt. square
14. P. to K. R. third
15. P. to Q. R. third
16. B. to K. second
17. Q. Kt. to Q. second
18. Q. takes Q. R. P. (b)
19. Q. P. takes Kt.
20. R. takes Q.
21. Kt. to Q. fourth
22. Q. Kt. to K. B. third
23. Q. R. to K. B. square
24. P. to K. Kt. fourth
25. R. takes P.
26. Q. R. to K. Kt. square (c)
27. R. takes Kt.
28. R. to K. Kt. third
29. P. to K. R. fourth
30. P. takes P.
31. K. to K. Kt. second
32. Q. Kt. to K. R. second
33. B. to K. R. fifth (check)
34. K. Kt. to K. B. third
35. Q. Kt. to K. Kt. fourth
36. K. to K. R. third
37. Q. Kt. to K. B. sixth
38. K. Kt. takes P.
39. Q. Kt. to K. R. seventh
40. R. to K. B. third
41. R. to K. B. sixth
42. R. to K. R. sixth
43. K. to K. R. fourth
44. K. to K. R. third
45. K. to K. Kt. second

WHITE. (MR. W.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Kt. to Q. B. third
5. Kt. to K. R. third
6. B. to K. second
7. Castles
8. P. to K. B. third
9. Q. to Q. Kt. third
10. B. to Q. second
11. P. to K. B. fourth (a)
12. Kt. to K. Kt. fifth
13. Q. R. to Q. B. square
14. Kt. to K. R. third
15. P. to Q. B. fifth
16. P. to Q. R. fourth
17. P. to Q. R. fifth
18. Kt. takes K. P.
19. Q. takes B. (check)
20. B. takes Q.
21. B. to Q. second
22. Kt. to K. B. second
23. P. to K. Kt. fourth
24. P. takes K. Kt. P.
25. Kt. to K. R. third
26. Kt. takes R.
27. K. R. takes P.
28. P. to K. R. third
29. K. to K. B. second
30. Q. R. to K. Kt. square (d)
31. P. takes P.
32. B. to Q. B. fourth
33. K. to K. second
34. R. to K. fifth
35. R. to K. seventh (check)
36. R. takes Q. Kt. P.
37. R. to K. Kt. second
38. B. takes Q. R. P.
39. R. to Q. Kt. sixth
40. B. to Q. Kt. seventh
41. B. takes Q. B. P.
42. B. takes P. (dis. check)
43. B. to K. Kt. sixth (check)
44. P. to K. fourth (dis. check)
45. B. to K. B. fifth

- | BLACK. (MR. H.) | WHITE. (MR. W.) |
|------------------------|--------------------------------|
| 46. B. to K. Kt. sixth | 46. R. to K. Kt. sixth (check) |
| 47. K. to K. B. second | 47. R. takes Kt. |
- And Black resigned.

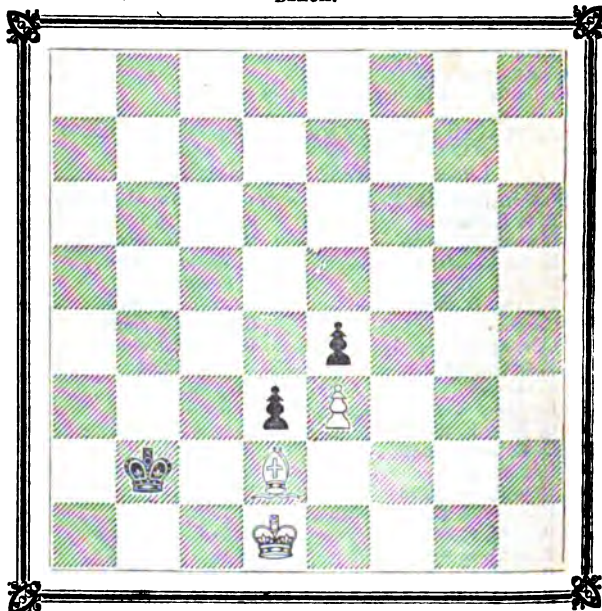
- (a) The best move.
 (b) Rather hazardous.
 (c) An oversight.
 (d) Better than taking the Pawn at once.

GAME PLAYED BETWEEN MR. G. B. FRASER AND MR. C. R. BAXTER; THE FORMER GIVING Q. KT.
(Remove Black's Q. Kt. from the board.)

- | BLACK. (MR. G. B. F.) | WHITE. (MR. C. R. B.) |
|--|---------------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. B. to Q. B. fourth | 2. B. to Q. B. fourth |
| 3. K. Kt. to B. third | 3. Q. Kt. to B. third |
| 4. P. to Q. Kt. fourth | 4. B. takes P. |
| 5. P. to Q. B. third | 5. B. to Q. R. fourth |
| 6. Castles | 6. K. Kt. to B. third |
| 7. Q. to Q. B. second | 7. B. to Q. Kt. third |
| 8. P. to Q. fourth | 8. P. to Q. third |
| 9. P. takes P. | 9. Kt. takes P. |
| 10. Kt. takes Kt. | 10. P. takes Kt. |
| 11. Q. B. to R. third | 11. B. to K. Kt. fifth |
| 12. Q. R. to Q. square | 12. B. takes R. |
| 13. R. takes B. | 13. Q. to Q. B. square |
| 14. Q. to Q. Kt. third | 14. P. to Q. B. fourth |
| 15. B. takes K. B. P. (check) | 15. K. to K. second |
| 16. B. to Q. B. square | 16. R. to K. B. square |
| 17. B. to Q. B. fourth | 17. Q. to Q. B. third |
| 18. B. to K. Kt. fifth | 18. Q. takes P. |
| 19. B. to Q. fifth | 19. Q. to K. B. fourth |
| 20. B. takes Kt. (check) | 20. Q. takes B. |
| 21. B. to K. B. third | 21. Q. R. to Q. square |
| 22. R. to K. square | 22. Q. R. to Q. seventh |
| 23. P. to Q. R. fourth | 23. R. takes K. B. P. |
| 24. Q. to Q. fifth | 24. R. takes Kt. P. (check) |
| 25. K. takes R. | 25. Q. to K. Kt. fourth (check) |
| 26. K. to R. square | 26. R. to K. B. fourth |
| 27. Q. takes Kt. P. (check) | 27. K. to K. B. third |
| 28. Q. to Q. B. sixth (check) | 28. K. to K. second |
| 29. R. to Q. square | 29. K. to K. B. square |
| 30. Q. to Q. B. eighth (check) | 30. K. to K. second |
| 31. B. to Q. B. sixth | 31. Q. to K. R. fourth |
| 32. R. to Q. seventh (check) | 32. K. to K. B. third |
| 33. Q. to K. B. eighth (check) | 33. K. to Kt. fourth |
| 34. R. takes P. (check) | 34. K. to K. B. fifth |
| 35. Q. to Q. sixth | 35. Q. to K. seventh |
| 36. Q. to K. R. third (check), and wins. | |

CHESS STUDY No. LXXXIII., BY THE AUTHORS.

BLACK.



WHITE.

White can only draw.

SOLUTION TO CHESS STUDY No. LXXXI.

WHITE.

1. R. takes B. (check)
2. K. to B. third, and wins.

BLACK.

1. Q. takes R.

SOLUTION TO PROBLEM No. XLI.

WHITE.

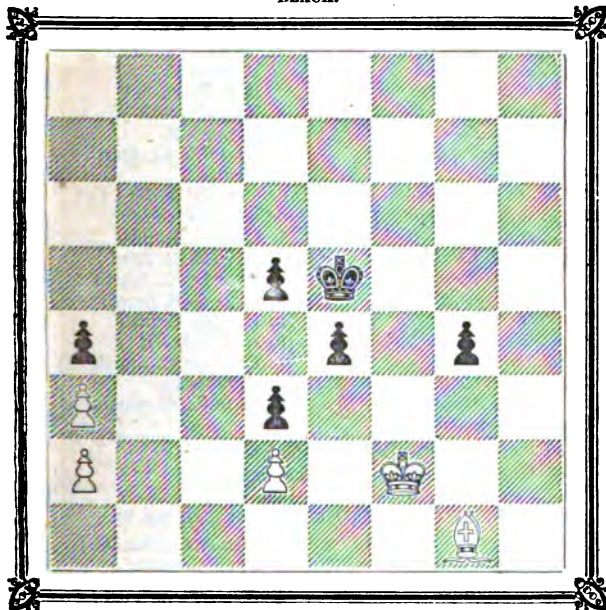
1. R. to Q. sixth (check)
2. R. to K. fifth
3. K. to K. seventh
4. Q. P. mates.

BLACK.

1. K. takes R.
2. K. takes R.
3. P. moves.

CHESS STUDY No. LXXXIV., BY THE AUTHORS.

BLACK.



WHITE.

White to move and win.

SOLUTION TO CHESS STUDY No. LXXXII.

WHITE.

1. Kt. to K. B. square (check)
2. B. to Q. Kt. seventh
3. Kt. to Q. second (check)
4. Kt. to Q. B. fourth (check)

BLACK.

1. K. takes Pawn
2. Q. takes B. (best)
3. K. to K. third
4. K. to K. B. third, and draws, as Black cannot play King to his fifth without losing Queen.

GAME BETWEEN MESSRS. S. S. BODEN AND J. BODEN; THE
FORMER GIVING THE ODDS OF K. KT.

(Remove White's K. Kt. from the board.)

WHITE. (MR. S. S. B.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. fourth
4. B. to K. Kt. fifth
5. P. to K. fifth
6. B. takes B.
7. Q. takes P.
8. Castles
9. Kt. to Q. B. third
10. P. to K. B. fourth
11. Q. to Q. sixth
12. P. to K. Kt. third
13. Q. R. to K. square
14. B. to Q. Kt. third
15. P. to K. B. fifth
16. P. takes Kt.
17. R. takes B. P.
18. Q. R. to K. B. square
19. P. takes R. (check)
20. P. Queens and mates.

BLACK. (MR. J. B.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. takes P.
4. B. to K. second
5. Kt. to K. fifth
6. Q. takes B.
7. Kt. to K. Kt. fourth
8. Castles
9. P. to Q. B. third (a)
10. Kt. to K. third
11. Q. to K. R. fifth
12. Q. to K. R. third
13. P. to Q. Kt. fourth
14. P. to Q. R. fourth
15. P. to Q. R. fifth
16. R. P. takes B.
17. P. to K. Kt. fourth (b)
18. R. takes R.
19. K. to K. Kt. second

(a) Should play Kt. to Q. B. third.

(b) Black cannot help losing the game.

GAME BETWEEN MR. FRASER AND MR. G.

WHITE. (MR. F.)

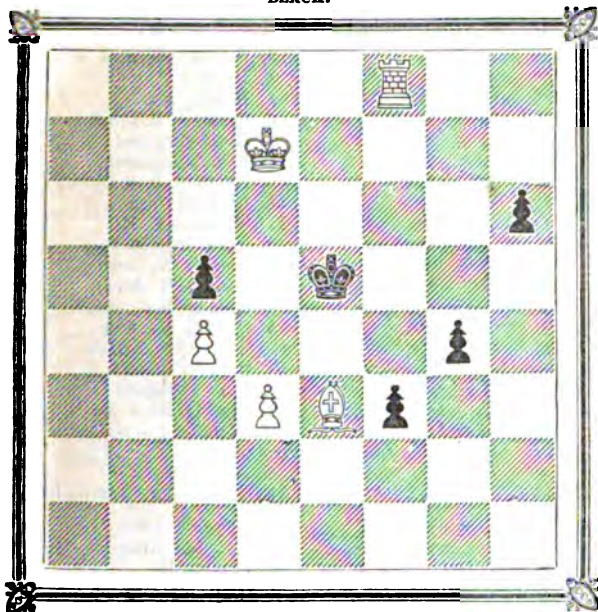
1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. Kt. to K. Kt. fifth
5. P. takes P.
6. Kt. takes K. B. B.
7. Q. to K. B. third (check)
8. Q. Kt. to B. third
9. Q. to K. fourth
10. P. to Q. R. third
11. P. to Q. fourth
12. B. to K. B. fourth
13. P. takes P.
14. Kt. takes Kt.
15. B. takes P.
16. Q. to Q. B. fourth
17. Castles (Q. side)
18. B. to K. B. 7th (dis. check)
19. P. to K. sixth (dis. check)

BLACK. (MR. G.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. Kt. to B. third
4. P. to Q. fourth
5. Kt. takes P.
6. K. takes Kt.
7. K. to K. third
8. Kt. to Q. Kt. fifth
9. P. to Q. B. third
10. Kt. to Q. R. third
11. Q. to Q. third
12. K. to Q. second
13. Q. to K. third
14. P. takes Kt.
15. Q. to K. Kt. third
16. Kt. to Q. B. fourth
17. Q. to Q. Kt. third
18. K. to Q. B. second
- Resigns.

ENIGMA No. XLI., BY HERR KLING.

BLACK.



WHITE.

White mates in four moves.

SOLUTION TO ENIGMA No. XL.

WHITE.

1. R. to K. fifth (check)
2. Q. takes B.
3. Q. mates.

BLACK.

1. Q. to Q. Kt. fourth
2. Any move.

GAME BETWEEN MR. HORWITZ AND MR. G.; THE FORMER
GIVING Q. R., WHICH MUST BE REMOVED FROM THE BOARD.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. takes P.
5. B. to Q. B. fourth
6. Q. takes Kt.
7. Q. to Q. Kt. third
8. B. takes P. (check)
9. Kt. to Q. B. third
10. Castles
11. Q. to Q. B. fourth
12. Kt. to Q. fifth
13. B. to K. R. fifth
14. Q. to Q. third
15. Kt. takes B.
16. P. to Q. R. fourth
17. Q. to K. third
18. R. takes Kt. (check)
19. Q. to R. sixth (check)
20. Q. to Kt. seventh (check)
21. Q. takes Q. P. (check)

BLACK. (MR. G.)

1. P. to K. fourth
2. P. to Q. third
3. B. to K. Kt. fifth
4. P. takes P.
5. B. takes Kt.
6. Kt. to K. B. third
7. B. to K. second
8. K. to B. square
9. Kt. to Q. B. third
10. Kt. to Q. fifth
11. Kt. takes B. P.
12. Kt. to Q. fifth
13. P. to Q. Kt. fourth
14. P. to Q. B. third
15. Q. takes Kt.
16. Q. to Q. Kt. fifth
17. Kt. to Q. Kt. sixth
18. P. takes R.
19. K. to K. second
20. K. to Q. third
21. K. to Q. B. second

And White resigned.

GAME BETWEEN THE SAME PLAYERS, WITH THE SAME ODDS.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. P. to Q. fourth
6. P. to Q. B. third
7. Q. to Q. Kts. third
8. Q. takes Kts. P.
9. B. to K. third
10. Kt. takes P.
11. Q. to Q. B. eighth (check)
12. B. to K. R. fourth
13. Q. takes B. P.
14. Kt. to Q. second
15. R. to K. square

BLACK. (MR. G.)

1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. P. to K. Kt. fourth
 5. P. to Q. third
 6. B. to K. Kts. fifth
 7. Q. to K. R. fourth
 8. B. to Q. second
 9. P. to K. B. sixth
 10. B. to Q. B. third
 11. P. to K. B. third
 12. Kt. to Q. second
 13. B. takes K. P.
 14. B. to B. fourth
- And Black resigned.

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THE
CHESS PLAYER.

EDITED BY
Kling and Morwitz.

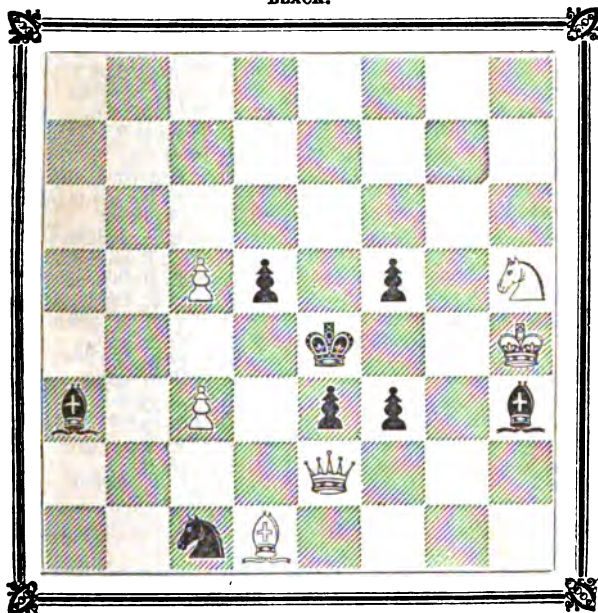
Vol. II.—No. 43.

MAY 8, 1852.

Price 2d.

PROBLEM No. XLIII., BY MR. EDMUND STEVENS.

BLACK.



WHITE.

White moving first to checkmate in three moves.

THE ELEVENTH GAME IN THE MATCH BETWEEN MR. WILLIAMS AND MR. HORWITZ.

WHITE. (MR. W.)

1. P. to Q. fourth
2. P. to K. third
3. P. to Q. B. fourth
4. Kt. to Q. B. third
5. Kt. to K. B. third
6. B. to Q. third
7. Castles
8. Q. to Q. B. second
9. P. to Q. R. third
10. B. to Q. second
11. P. takes P.
12. Q. R. to Q. B. square
13. B. to K. B. fifth
14. K. Kt. to K. square
15. B. to Q. third
16. P. to K. B. fourth
17. Kt. to K. B. third
18. Q. to Q. R. fourth
19. Q. to Q. B. second
20. P. to Q. Kt. fourth
21. Q. Kt. to K. second
22. B. takes Kt.
23. Kt. to K. fifth
24. B. P. takes B.
25. Kt. to B. fourth
26. Kt. to R. fifth
27. Kt. to B. sixth (check)
28. Q. to Q. square
29. Q. to K. R. fifth
30. K. R. to K. B. second
31. Q. R. to K. B. square
32. B. to K. square (c)
33. P. to K. R. third (d)
34. K. to K. R. second
35. Kt. takes B.
36. R. takes R. (check)
37. R. takes Kt. (check)
38. R. takes R. (check)
39. Kt. to K. B. sixth (check)

BLACK. (MR. H.)

1. P. to Q. fourth
 2. P. to K. third
 3. P. to Q. third
 4. Kt. to K. B. third
 5. B. to Q. third
 6. Castles
 7. B. to Q. B. second
 8. Q. Kt. to R. third
 9. P. to Q. Kt. third
 10. B. to Q. Kt. second
 11. K. P. takes P.
 12. Q. R. to Q. B. square (a)
 13. Q. R. to Q. R. square
 14. P. to K. Kt. third
 15. Kt. to K. Kt. fifth
 16. P. to K. B. fourth
 17. K. Kt. to K. B. third
 18. P. to Q. Kt. fourth
 19. K. B. to Q. third
 20. Q. Kt. to B. second
 21. K. Kt. to K. fifth
 22. B. P. takes B.
 23. B. takes Kt.
 24. Q. to K. second
 25. P. to K. Kt. fourth (b)
 26. Kt. to K. third
 27. K. to K. R. square
 28. R. to K. B. second
 29. R. to K. Kt. second
 30. P. to Q. R. third
 31. Q. R. to K. B. square
 32. B. to Q. B. square
 33. B. to Q. second
 34. Q. to K. B. second (e)
 35. Q. takes Q.
 36. Kt. takes R.
 37. R. to K. Kt. square
 38. K. takes R.
- And Black resigns.

(a) A lost move.

(b) An inferior move; Knight to King third would have been better.

(c) A masterly move.

(d) Pawn to K. R. fourth appears stronger.

(e) A fatal move.

GAME BETWEEN MR. H. AND MR. GREEN.

WHITE. (MR. H.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. K. Kt. to B. third
4. P. to Q. B. third
5. Q. to K. second
6. K. Kt. to his fifth
7. P. to K. R. third
8. K. Kt. to B. third
9. P. to Q. Kt. fourth
10. P. to Q. R. fourth
11. B. takes B.
12. P. to Q. Kt. fifth
13. P. to Q. third
14. P. to K. Kt. third
15. P. takes Q. P.
16. Q. Kt. to Q. second
17. K. to B. square
18. Q. B. to R. third
19. Q. R. to K. square
20. P. takes P.
21. Kt. to K. R. fourth
22. P. takes Kt.
23. P. to K. B. third
24. K. to Kt. square
25. K. to R. second
26. Q. to K. B. second
27. P. to K. B. fourth
28. Q. to K. B. square
29. Kt. takes K. P.

BLACK. (MR. G.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. K. Kt. to B. third
5. P. to Q. third
6. Castles
7. P. to K. R. third
8. Q. B. to K. third
9. B. to Q. Kt. third
10. P. to Q. R. fourth
11. P. takes B.
12. Kt. to K. second
13. Kt. to K. Kt. third
14. P. to Q. fourth
15. P. takes P.
16. Q. to Q. second
17. Q. R. to K. square
18. R. to K. B. second
19. P. to K. fifth
20. P. takes P.
21. Kt. takes Kt.
22. Kt. to Q. fourth
23. Kt. to K. sixth (check)
24. Kt. to K. B. 4th (dis. ch.)
25. P. to Q. B. fourth
26. Q. to Q. B. second (check)
27. P. to Q. B. fifth
28. Kt. takes R. P.
29. R. takes K. B. P., and wins.

SOLUTION TO PROBLEM No. XLII.

WHITE.

1. R. takes P. (check)
2. K. to Q. Kt. sixth
3. K. to Q. B. sixth
4. R. takes P.
5. R. to K. third
6. R. mates.

BLACK.

1. K. moves.
2. P. takes Kt.
3. P. takes P. or (A)
4. K. moves.
5. K. moves.

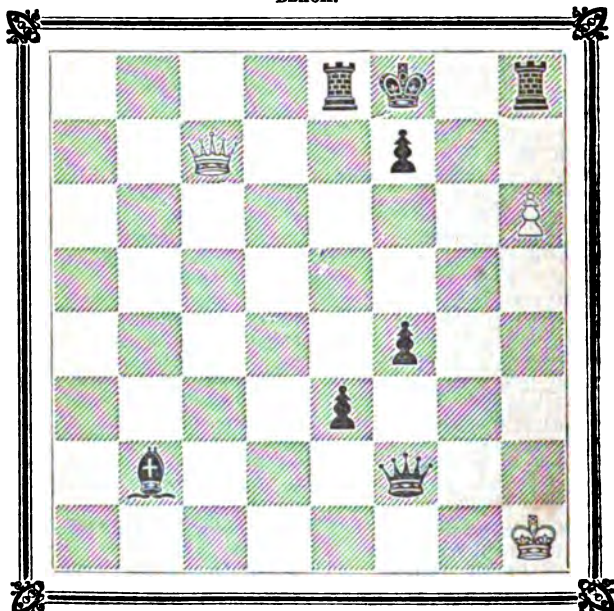
VARIATION A.

- 3.
4. R. to Q. third (check)
5. R. takes P.
6. R. mates.

3. P. to K. sixth
4. K. moves.
5. K. moves.

CHESS STUDY No. LXXXV., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, draws.

SOLUTION TO CHESS STUDY No. LXXXIII.

WHITE.

1. B. to K. square
2. K. to Q. B. square
3. B. to Q. B. third
4. B. to K. square
5. B. to Q. R. fifth
6. K. to Q. Kt. square

BLACK.

1. K. to Q. Kt. sixth
2. K. to Q. R. seventh
3. K. to Q. Kt. sixth
4. K. to Q. R. seventh
5. K. to Q. R. sixth
6. K. to Q. Kt. sixth, and draws.

WHITE.	BLACK.
8. B. to K. B. second	8. K. to Q. third
9. B. to K. third	9. K. to K. third
10. K. to Q. B. fifth	10. K. to K. fourth
11. B. to K. Kt. square	11. K. to K. third
12. B. to Q. fourth, and wins.	

VARIATION A.

1.	1. K. to Q. fifth
2. K. to K. Kt. third	2. K. to K. fourth or (B)
3. K. takes P. (dis. check)	3. K. to Q. fifth
4. K. to K. B. fourth	4. K. to Q. B. fourth
5. K. to K. third	5. K. to Q. B. fifth
6. B. to Q. sixth	6. K. to Q. Kt. fourth
7. K. to Q. fourth	7. K. to Q. B. third
8. B. to K. B. fourth, and wins.	

VARIATION B.

2.	2. K. to Q. B. fifth
3. K. to K. B. fourth	3. K. to Q. fifth or (C)
4. K. takes P.	4. K. to Q. B. fourth
5. K. to K. B. fourth, and wins as before.	

VARIATION C.

3.	3. K. to Q. B. fourth
4. B. to K. Kt. square (check)	4. K. to Q. B. fifth or (D)
5. B. to K. B. second, and must win.	

VARIATION D.

4.	4. K. to Q. third
5. K. takes P.	5. K. to K. fourth
6. B. to K. R. second (check)	6. K. moves.
7. K. to K. B. fourth, and wins.	

The match between Mr. Williams and Mr. Horwitz has terminated in favour of the former. Seventeen games were played, of which Mr. Williams won five, and Mr. Horwitz three : nine drawn games. Not any of the games exceeded five hours ; most of them lasted but two. The remainder of the games in the match shall shortly appear. It is to be expected that another match will come off between the same gentlemen.

Mr. Loewenthal, we hear, is now playing a match with the Chess Club of Five.

Mr. Szen, the celebrated Hungarian player, has left Paris, and probably will return to his native country.

Mr. Harwitz has played against many strong players at Vienna with great success, and we understand is now on his way for Preslau.

ENIGMA No. XLII., BY MR. R. W. SEDBERGH.

BLACK.



WHITE.

White moving first compels Black to checkmate him in three moves.

SOLUTION TO ENIGMA No. XLI.

WHITE.

1. K. to K. seventh
2. B. to Q. second
3. R. to Q. eighth (check)
4. R. mates.

BLACK.

1. P. to K. B. seventh
2. K. to Q. fifth
3. K. moves.

GAME BETWEEN MR. FINCH AND MR. GREEN.

WHITE. (MR. G.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. Q. B. to Q. R. third
10. Q. to Q. Kt. third
11. Kt. to Q. B. third
12. P. to K. fifth
13. Q. to Q. Kt. second
14. P. takes P.
15. K. R. checks
16. Kt. to K. fourth
17. R. takes B.
18. Q. R. to K. square
19. K. B. to Q. Kt. fifth
20. B. takes Kt.
21. R. to K. Kt. fourth
22. K. R. to K. fourth
23. Q. to K. second
24. P. to K. Kt. fourth
25. Q. checks
26. R. to K. seventh
27. K. to R. square

BLACK. (MR. F.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. Q. B. to K. Kt. fifth
10. Kt. to K. R. third
11. Q. B. takes Kt.
12. Kt. takes Q. P.
13. B. to Q. B. third
14. P. takes P.
15. K. to K. B. square
16. B. takes Kt.
17. Kt. to Q. B. third
18. Q. to Q. B. second
19. Kt. to K. B. fourth
20. P. takes B.
21. P. to K. B. third
22. P. to Q. B. fourth
23. K. to K. B. second
24. Kt. to Q. fifth
25. K. to Kt. third
26. Kt. to B. sixth (check)
27. Q. to Q. B. third

And Mr. Green now mates in three moves.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 13, Carey-street, Lincoln's-inn-fields.

Messrs. Turton, Robinson, Stevens, Sedbergh, Young, &c., are thanked for their kind contributions. The positions shall be duly examined, and those of merit shall be inserted in our periodical.

W. L.—The position by Mr. Turton is quite correct. You should never miss the opportunity of solving any of his masterly positions; and as to the Problem by Judy, you are quite wrong; therefore try again, and you will find that she is one of the difficult sort.

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

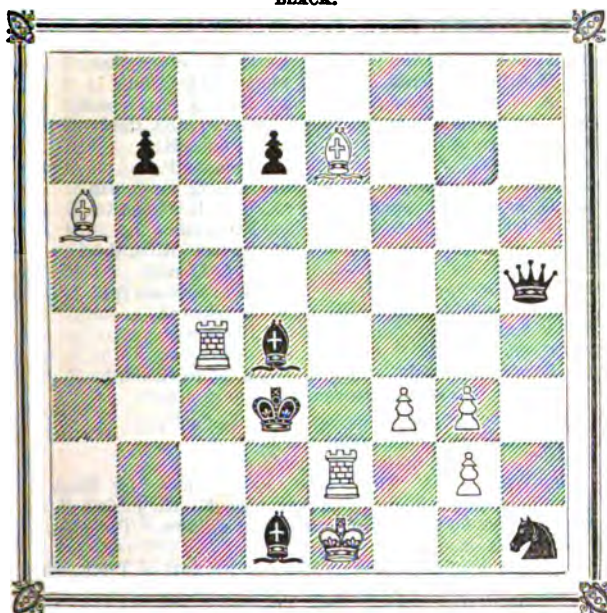
Vol. II.—No. 44.

MAY 15, 1852.

Price 2d.

PROBLEM No. XLIV., BY MR. HENRY TURTON.

BLACK.



WHITE.

White to move, and mate in four moves.

THE TWELFTH GAME IN THE MATCH BETWEEN MR. WILLIAMS AND MR. HORWITZ.

WHITE. (MR. H.)	BLACK. (MR. W.)
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. B. fourth
4. Kt. to K. B. third	4. Kt. to Q. B. third
5. Kt. to Q. B. third	5. Kt. to K. R. third
6. B. to K. second	6. B. to K. second
7. P. to Q. third	7. P. to K. B. third
8. Castles	8. Castles
9. Q. to K. square	9. Kt. to K. B. second
10. P. takes P. (a)	10. B. takes P.
11. B. to Q. second	11. K. Kt. to Q. third
12. Q. Kt. to Q. square	12. K. Kt. to K. B. fourth
13. Q. to K. B. second	13. Q. Kt. to Q. fifth
14. Q. R. to Q. B. square	14. Kt. takes Kt. (b)
15. Q. takes Kt.	15. B. to Q. second
16. P. to Q. B. third	16. B. to Q. B. third (c)
17. Q. to K. R. third (d)	17. Q. to Q. R. fourth (e)
18. P. to Q. R. third	18. Q. R. to K. square
19. B. to K. Kt. fourth	19. P. to Q. B. fifth
20. K. R. to K. square (f)	20. B. to Q. fifth (check)
21. K. to K. R. square	21. B. to Q. Kt. third
22. Kt. to K. third	22. B. takes Kt.
23. B. takes B.	23. P. takes P.
24. B. to Q. second	24. Q. to Q. Kt. fourth
25. Q. R. to Q. Kt. square	25. R. to K. B. third
26. R. takes K. P.	26. K. R. takes R.
27. B. takes Kt.	27. K. R. to K. R. third
28. Q. to K. Kt. third	28. P. to Q. fifth
29. B. takes P. at Q. third	29. R. to K. sixth (g)
30. B. takes Q. (h)	30. R. takes Q.
31. B. takes B.	31. P. takes B.
32. P. takes P.	32. R. to Q. sixth
33. B. to Q. B. third	33. K. R. to K. third

And the game was given up as drawn.

- (a) The only move to prevent the loss of a Pawn.
- (b) Anticipating P. to Q. B. third.
- (c) This B. is now very formidably posted.
- (d) Well played. This is a very difficult move for Black to parry, as White now threatens to play his K. Kt. P. first on the Kt., and then on the B., winning at least a Pawn. The position is somewhat curious.
- (e) This is an admirable rejoinder on the part of Black, completely relieving himself from trouble.
- (f) He could not take the Kt. advantageously.
- (g) A fine move.
- (h) The best reply.

GAME PLAYED AT THE DUNDEE CHESS CLUB BETWEEN
MR. G. AND MR. G. B. FRASER.

WHITE. (MR. G.)	BLACK. (MR. G. B. F.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. third
7. P. to K. fifth	7. P. to Q. fourth
8. B. to Q. third	8. Kt. to K. fifth
9. Castles	9. B. to K. Kt. fifth
10. Q. B. to K. third	10. Q. to Q. second
11. B. to Q. Kt. fifth	11. P. to Q. R. third
12. B. to Q. R. fourth	12. Castles (Q. side)
13. Q. Kt. to B. third	13. P. to K. R. fourth
14. Q. to K. second	14. P. to K. Kt. fourth
15. K. R. to Q. B. square	15. K. to Kt. square
16. P. to Q. Kt. fourth	16. Kt. takes Kt.
17. R. takes Kt.	17. Kt. takes Q. P.
18. Kt. takes Kt.	18. Q. takes K. B.
19. P. to K. B. third	19. B. takes Kt.
20. R. takes B.	20. Q. takes Kt. P.
21. Q. to K. third	21. B. to K. third
22. B. to Q. B. fifth	22. Q. to Q. Kt. seventh
23. Q. R. to Q. B. square	23. P. to K. Kt. fifth
24. B. to Q. R. seventh (check)	24. K. to R. square
25. R. takes Q. B. P.	25. P. takes K. B. P.
26. K. R. to Q. B. second	26. Q. to Q. Kt. fifth
27. P. to K. Kt. third	27. Q. to K. Kt. fifth
28. B. to Q. fourth	28. P. to K. R. fifth
29. Q. to K. B. fourth	29. K. R. P. takes P.
30. Q. takes P.	30. Q. to K. B. fourth
31. Q. to Q. square	31. Q. R. to K. Kt. square (ch.)
32. K. to K. B. square	32. Q. to Q. sixth (check)
33. R. to K. second	33. K. R. takes R. P.

And White resigns.

SOLUTION TO PROBLEM NO. XLIII.

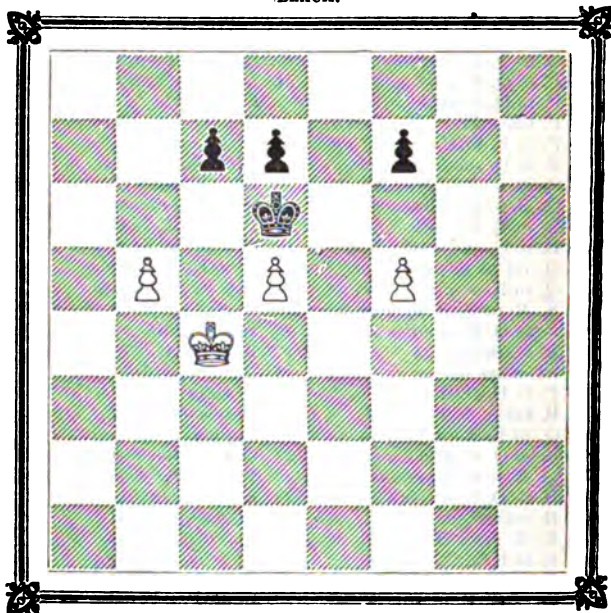
WHITE.	BLACK.
1. B. to Q. B. second (check)	1. Kt. to Q. sixth or (A)
2. Q. to K. R. second	2. Any move.
3. Q. or Kt. mates.	

VARIATION A.

1.	1. K. to K. fourth
2. Q. to Q. R. sixth	2. Any move.
3. Q. mates.	

CHESS STUDY No. LXXXVII., BY THE AUTHORS.

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY No. LXXXV.

WHITE.

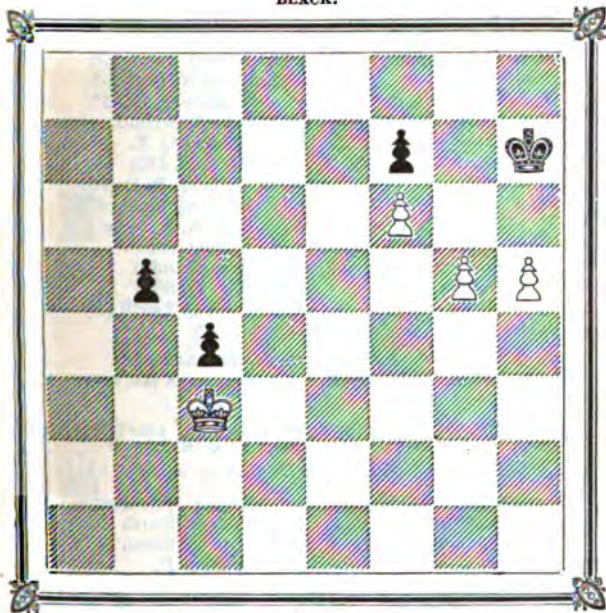
1. Q. to Q. B. fifth (check)
2. Q. to K. Kt. fifth (check)
3. Q. to K. B. fifth (check)
4. Q. to K. B. sixth (check)
5. Q. takes R. (check), and draws.

BLACK.

1. K. to K. Kt. square
2. K. to K. R. second
3. K. takes P.
4. K. to K. R. seventh or fifth

CHess STUDY No. LXXXVIII., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, wins.

SOLUTION TO CHESS STUDY No. LXXXVI.

WHITE.

BLACK.

- | | |
|--|----------------------|
| 1. Q. takes R. | 1. Q. takes Q. |
| 2. B. to K. Kt. sixth (check) | 2. K. to K. B. sixth |
| 3. B. to K. R. fifth (check), and draws. | |

GAME BETWEEN MESSRS. S. S. BODEN AND J. BODEN; THE
FORMER GIVING K. KT.

(Remove White's K. Kt. from the board.)

- | WHITE. (MR. S. S. B.) | BLACK. (MR. J. B.) |
|--|---------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. B. to Q. B. fourth | 2. B. to Q. B. fourth |
| 3. Castles | 3. Kt. to K. B. third |
| 4. P. to Q. Kt. fourth | 4. B. takes Q. Kt. P. |
| 5. P. to Q. B. third | 5. B. to K. second |
| 6. P. to Q. fourth | 6. P. takes Q. P. |
| 7. P. to K. fifth | 7. Kt. to K. fifth |
| 8. Q. takes P. | 8. Kt. to Q. B. fourth |
| 9. Q. to K. Kt. fourth | 9. Kt. to Q. B. third (a) |
| 10. Q. takes K. Kt. P. | 10. R. to K. B. square |
| 11. B. to K. R. sixth | 11. P. to Q. fourth |
| 12. R. to Q. square | 12. B. to K. third |
| 13. P. to K. B. fourth | 13. P. to Q. fifth |
| 14. B. to Q. Kt. fifth | 14. Q. to Q. fourth (b) |
| 15. R. takes Q. P., and ultimately wins. | |

(a) If he castles, Q. B. to R. sixth wins exchange.

(b) Overlooking the object of his adversary's last move.

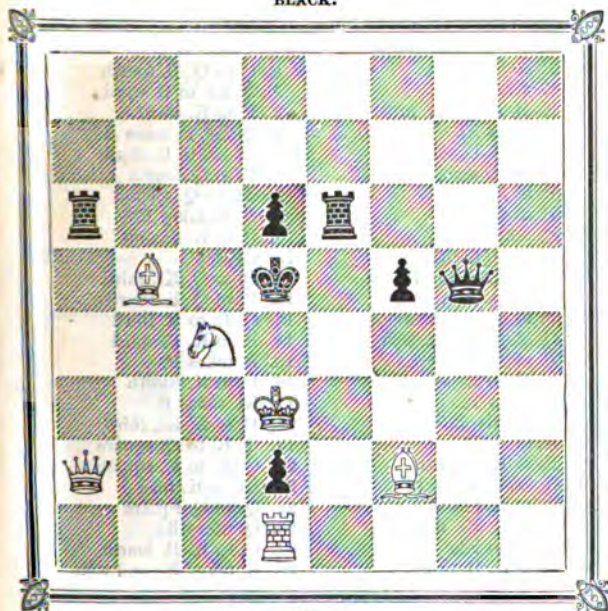
GAME BETWEEN MR. GREENAWAY AND AN AMATEUR; THE
FORMER GIVING THE Q. R.

(Remove White's Q. R. from the board.)

- | WHITE. (MR. G.) | BLACK. (AMATEUR.) |
|--------------------------------|-------------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. P. to K. B. fourth | 2. P. to Q. fourth |
| 3. P. takes Q. P. | 3. Q. takes P. |
| 4. Q. Kt. to B. third | 4. Q. to K. third |
| 5. Kt. to K. B. third | 5. P. takes P. (dis. check) |
| 6. K. to K. B. second | 6. B. to K. second |
| 7. B. to Q. Kts. fifth (check) | 7. P. to Q. B. third |
| 8. R. to K. square | 8. Q. to K. B. fourth |
| 9. B. to Q. R. fourth | 9. B. to K. third |
| 10. R. to K. fifth | 10. Q. to K. B. third |
| 11. P. to Q. fourth | 11. Kt. to K. R. third |
| 12. P. to K. R. third | 12. Castles |
| 13. Q. Kt. to K. fourth | 13. Q. to K. Kts. third |
| 14. P. to Q. B. third | 14. Q. Kt. to Q. second |
| 15. B. to Q. B. second | 15. Kt. to K. B. fourth |
| 16. Q. B. takes P. | 16. Kt. takes R. |
| 17. Kt. takes Kt. | 17. B. to K. R. fifth (check) |
| 18. K. to K. Kts. square | 18. Kt. to K. sixth |
| 19. B. takes Kt. | 19. Q. to Q. B. fourth |
| 20. P. to K. Kts. fourth | 20. Q. takes K. Kt. |
| 21. P. takes Q., and wins. | |

ENIGMA No. XLIII., BY MR. C. T. ATKINS (Weymouth.)

BLACK.



WHITE.

White moving first can checkmate in two moves.

SOLUTION TO ENIGMA No. XLII.

WHITE.

1. R. takes Q. (check)
2. Q. to K. R. third (check)
3. R. takes Q. B. P.

BLACK.

1. K. takes R.
2. K. takes Q.
3. B. to Q. B. seventh, disc-mate.

GAME BETWEEN HERR LOEWENTHAL AND MR. GREEN; THE
FORMER GIVING Q. KT.

(Remove White's Q. Kt. from the board.)

WHITE. (HERR L.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. Kt. fifth
4. B. takes Kt.
5. P. to Q. B. fourth
6. Q. to K. second
7. P. to K. fifth
8. P. to Q. third
9. P. takes P.
10. Castles (K. R.)
11. B. to K. B. fourth
12. Q. to Q. B. second
13. P. to Q. Kt. third
14. Q. B. to K. Kt. fifth
15. P. takes P.
16. Q. R. to K. square
17. B. takes B.
18. Kt. to Kt. fifth
19. R. takes P.
20. R. to K. seventh
21. R. takes K. R. P.
22. R. to R. fourth
23. P. to K. Kt. third
24. R. takes Kt.
25. P. to K. B. third

BLACK. (MR. G.)

1. P. to Q. B. fourth
2. Q. Kt. to B. third
3. P. to K. third
4. Q. Kt. P. takes B.
5. K. Kt. to B. third
6. P. to Q. fourth
7. Kt. to Q. second
8. Q. P. takes P.
9. B. to K. second
10. Castles
11. Q. to Q. Kt. third
12. P. to Q. R. fourth
13. Q. B. to R. third
14. P. to K. B. third
15. B. takes P.
16. P. to K. fourth
17. Kt. takes B.
18. P. to K. Kt. third
19. Q. R. to Q. square
20. Q. R. to K. square
21. Kt. to K. fifth
22. Q. to Q. square
23. Q. takes Kt.
24. Q. to K. B. fourth
25. R. takes R., and wins.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 13, Carey-street, Lincoln's-inn-fields.

A. F.—You ought not hesitate to buy Mr. Williams's valuable book, the title of which is, "Horse Divanians: a Selection of 150 Original Games at Chess by Leading Masters, principally played at the Grand Divan, accompanied by copious, critical and explanatory Notes, whereby the Volume is adapted to the Use of Players of every degree of Skill." It is published by the author, Grand Divan, 101, Strand.

G. DOLFEIN.—You are right as regards Enigma 38; and your way of solving the position requires no Pawns nor Knight on Queen's second.

L. B.—We know nothing about the pamphlet in question.

LONDON:

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THE
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Kling and Morwitz.

Vol. II.—No. 45.

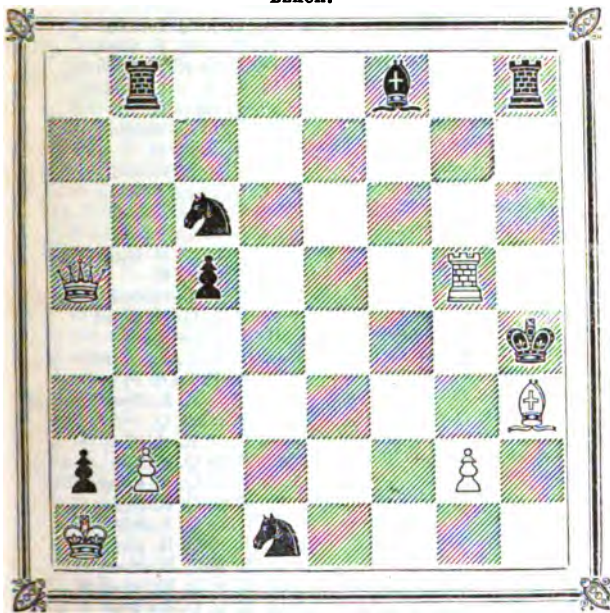
MAY 22, 1852.

Price 2d.

PROBLEM No. XLV.

(This ingenious position is the composition of Mr. Henry Turton.)

BLACK.



WHITE.

White to move, and mate in five moves.

THE THIRTEENTH GAME IN THE MATCH BETWEEN MR. WILLIAMS AND MR. HORWITZ.

WHITE. (MR. W.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. third
4. Kt. to Q. B. third
5. Kt. to K. B. third
6. B. to Q. third
7. Castles
8. Q. to Q. B. second
9. Kt. to K. fifth
10. B. takes P.
11. P. to K. B. fourth
12. B. to Q. second
13. Q. R. to Q. B. square
14. B. P. takes Kt.
15. B. takes Kt.
16. Kt. to Kt. fifth
17. Kt. to Q. sixth
18. B. to Q. Kt. fourth
19. Q. to K. B. second
20. R. takes B.
21. Kt. to Q. Kt. seventh
22. B. takes R.
23. Kt. to Q. sixth
24. P. to K. fourth
25. Kt. takes P. at K. fourth
26. Kt. to Q. B. fifth
27. P. to Q. Kt. fourth
28. P. to Q. R. third
29. P. takes P.
30. P. to K. R. third
31. P. to K. Kt. fourth
32. Q. Kt. P. takes B.
33. P. takes P.
34. Q. to K. B. fourth
35. Q. takes Q.
36. R. to Q. square
37. K. to B. second
38. K. to K. third
39. R. to Q. third
40. K. to K. B. third
41. K. to K. third
42. K. to K. B. third
43. R. to K. third
44. R. to K. second
45. R. to Q. second
46. K. to Kt. second

BLACK. (MR. H.)

1. P. to Q. fourth
2. P. to Q. B. third
3. P. to K. third
4. Kt. to K. B. third
5. B. to Q. third
6. Castles
7. B. to Q. B. second
8. P. to K. R. third
9. P. takes P.
10. Kt. to Q. fourth (a)
11. P. to K. B. fourth
12. Kt. to Q. second
13. Q. Kt. takes Kt.
14. B. to Q. Kt. third
15. B. P. takes B.
16. B. to Q. second
17. B. to Q. B. third
18. Q. to K. Kt. fourth
19. Q. R. to Q. square
20. P. takes R.
21. R. to Q. second
22. K. takes B.
23. B. to B. second
24. Q. P. takes P.
25. Q. to K. second
26. R. to Q. fourth
27. P. to Q. R. fourth
28. P. takes P.
29. K. to B. second
30. B. to Q. Kt. third
31. B. takes Kt.
32. P. to K. Kt. third
33. K. P. takes P.
34. Q. to K. Kt. fourth (check)
35. P. takes Q.
36. K. to K. third
37. R. to Q. square
38. R. to Q. R. square (b)
39. R. to Q. R. eighth
40. K. to Q. fourth
41. R. to Q. R. seventh
42. R. to Q. B. seventh
43. R. to Q. Kt. seventh
44. R. to Q. Kt. fifth
45. R. to Q. Kt. sixth (check)
46. P. to K. B. fifth (c)

WHITE. (MR. W.)

47. R. to Q. square
48. R. to Q. second
49. R. to Q. square
50. K. to Kt. square
51. K. to R. square
52. K. to Kt. square
53. P. to Q. fifth
54. P. to K. sixth
55. K. to K. R. square
56. K. to Kt. square
57. K. to B. square
58. K. to K. second
59. K. takes R.

BLACK. (MR. H.)

47. R. to K. sixth
48. K. to K. third
49. R. to K. seventh (check)
50. K. to B. fourth
51. P. to K. B. sixth
52. K. to B. fifth
53. K. to Kt. sixth
54. R. to K. Kt. seventh (ch.)
55. R. to K. R. seventh (ch.)
56. P. to B. seventh (check)
57. R. to R. eighth (check)
58. R. takes R.
59. P. Queens (ch.), and wins.

(a) Black ought to have taken Kt., and then to have played Kt. to Q. fourth.

(b) R. to K. R. square would have been more decisive.

(c) All forced moves.

GAME BETWEEN MR. HORWITZ AND MR. G.; THE FORMER GIVING THE Q. R., WHICH MUST BE REMOVED FROM THE BOARD.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. Kt. to Q. B. third
6. P. to Q. fourth
7. Q. to Q. third
8. P. to K. Kt. third
9. K. to Kt. second
10. P. to K. R. fourth
11. P. takes P.
12. Q. takes P.
13. P. takes R. P. (*en passant*)
14. B. takes Kt.
15. R. takes R.
16. Q. takes B.
17. Kt. to Q. fifth
18. P. to K. fifth
19. Q. to Kt. eighth (check)
20. Kt. takes B.
21. P. takes P. (check)
22. Q. to Kt. third (check)
23. Q. to R. fourth (check)
24. Q. to K. fourth
25. K. to B. second

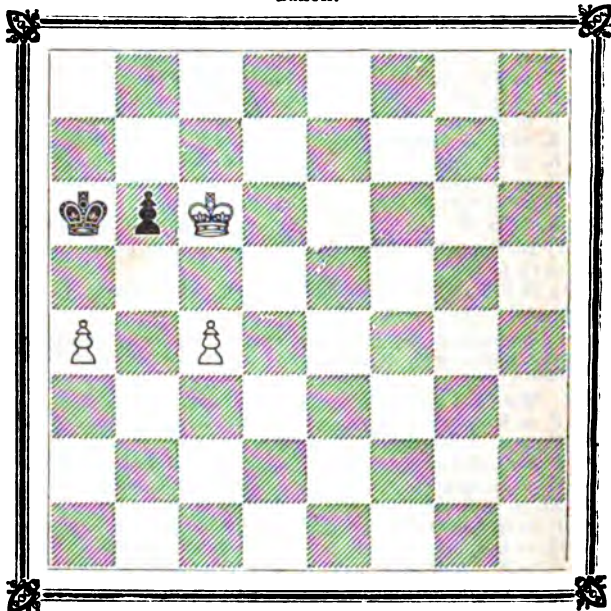
BLACK. (MR. G.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kt. fourth
5. P. to Q. third
6. B. to K. Kt. fifth
7. Kt. to Q. B. third
8. P. takes P.
9. Q. to K. R. third
10. B. to K. second
11. Q. to K. Kt. third
12. P. to K. R. fourth
13. Kt. takes P.
14. R. takes B.
15. Q. takes R.
16. Kt. takes P.
17. Kt. to K. third
18. P. to Q. B. third
19. Q. to B. square
20. K. takes Kt.
21. K. takes P.
22. K. to K. second
23. P. to B. third
24. Q. to K. Kts. square (ch.)
25. R. to K. square

And the game was ultimately drawn.

CHESS STUDY No. LXXXIX., BY THE AUTHORS.

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY No. LXXXVII.

WHITE.

1. P. to K. B. sixth
2. P. to Q. Kt. sixth
3. K. to Q. Kt. fifth
4. K. to Q. R. sixth
5. P. to Q. Kt. seventh, and wins easily.

BLACK.

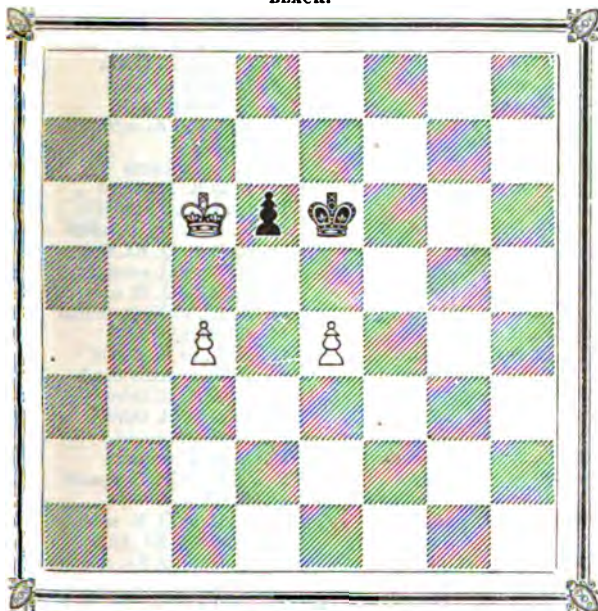
1. P. to Q. B. third or (A)
2. P. takes P. (check)
3. P. to Q. fifth
4. P. to Q. sixth

VARIATION A.

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. 2. K. to Q. B. fifth 3. K. to Q. B. sixth, and wins. | <ol style="list-style-type: none"> 1. K. to K. fourth 2. P. to Q. third (check) |
|---|---|

CHESS STUDY No. XC., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, can only draw.

SOLUTION TO CHESS STUDY No. LXXXVIII.

WHITE.

1. K. to Q. fourth
2. P. to K. Kt. sixth
3. P. to K. R. sixth
4. K. to K. fifth
5. K. to K. sixth
6. P. to K. B. seventh (check)
7. P. to K. R. seventh, and wins.

BLACK.

1. K. to K. R. square
2. K. to K. Kt. square
3. P. takes P.
4. P. to Q. B. sixth
5. P. to Q. B. seventh
6. K. to K. B. square

SMART SKIRMISH LATELY PLAYED AT BIES'S DIVAN, STRAND,
BETWEEN DR. MICHAEL AND MR. S. BODEN; THE LATTER
GIVING THE ODDS OF THE PAWN OF TWO.

BLACK. (DR. M.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. B. fourth
4. P. to Q. B. third
5. P. takes P.
6. Kt. to Q. B. third
7. K. B. to Q. third
8. Kt. to K. B. third
9. P. to K. fifth
10. Castles
11. Q. Kt. to K. second
12. K. to R. square
13. K. B. to Q. B. second
14. P. to Q. Kt. third
15. Q. B. to Q. R. third
16. K. B. takes Kt.
17. P. to K. Kt. fourth
18. K. Kt. to its fifth
19. P. to K. R. third
20. K. Kt. to B. third
21. Q. B. to Q. B. square
22. Q. Kt. to K. Kt. third
23. P. to K. R. fourth
24. P. to K. Kt. fifth (b)
25. K. B. P. takes P.
26. P. to Q. R. fourth
27. P. to Q. R. fifth (c)
28. K. R. to K. Kt. square
29. Q. B. to K. third
30. K. Kt. to K. R. second
31. K. Kt. to Kt. fourth
32. B. takes R.
33. K. Kt. to B. sixth (check)
34. K. P. takes R.
35. K. to Kt. second
36. Q. R. takes Kt.
37. K. to R. square
38. Kt. to K. fourth
39. K. R. to K. square

WHITE. (MR. S. B.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. P. takes P.
5. K. B. checks
6. K. Kt. to K. second
7. Castles
8. P. to Q. fourth
9. P. to K. Kt. third
10. Kt. to Q. B. third
11. K. B. to Q. R. fourth
12. K. B. to Q. Kt. third
13. Q. B. to Q. second
14. Q. R. to Q. B. square (a)
15. K. Kt. to K. B. fourth
16. R. takes B.
17. K. R. to B. second
18. K. R. to Kt. second
19. P. to K. R. third
20. P. to Q. R. third
21. K. to R. second
22. Q. to K. second
23. Q. R. to K. B. square
24. P. takes P.
25. K. B. to Q. R. second
26. Kt. to Q. Kt. fifth
27. Q. B. to Q. Kt. fourth
28. Kt. to Q. sixth
29. K. R. to K. B. second
30. Q. to Q. Kt. fifth
31. K. B. takes P.
32. Q. takes B.
33. R. takes Kt.
34. Kt. to B. seventh (check)
35. Kt. takes Q.
36. Q. to Q. Kt. seventh (ch.)
37. P. to Q. fifth
38. B. to B. third
39. Q. to K. B. seventh

And White resigns.

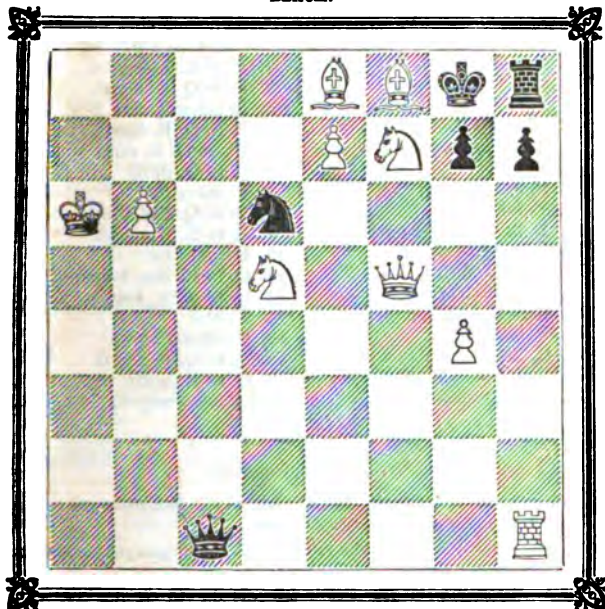
(a) Threatening to play next to K. sixth.

(b) This is premature, and does no good at all.

(c) Intending to play next his Q. B. to Q. R. third; but by playing thus, with intent to trap White's Kt. or win the exchange, Black allows his opponent to gain time and turn the tables.

ENIGMA No. XLIV., BY MESSRS. R. W. AND A. D. SEDBERGH.

BLACK.



WHITE.

White to move and mate in three moves.

SOLUTION TO ENIGMA No. XLIII.

WHITE.

BLACK.

- | | |
|-------------------------------------|--------------|
| 1. B. to Q. fourth | 1. Any move. |
| 2. Mates according to Black's play. | |

SOLUTION TO PROBLEM No. XLIV.

WHITE.

BLACK.

- | | |
|----------------------------------|----------------|
| 1. R. to Q. B. eighth (dis. ch.) | 1. P. takes B. |
| 2. R. to Q. second (check) | 2. K. moves. |
| 3. R. to K. eighth | 3. Anything. |
| 4. B. discovers mate. | |

GAME BETWEEN MR. HORWITZ AND MR. G.; THE FORMER
GIVING THE Q. R., WHICH MUST BE REMOVED FROM THE
BOARD.

WHITE. (MR. H.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. Kt. fourth
4. P. to Q. B. third
5. Kt. to K. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. B. to Q. Kts. second
10. Q. to Q. R. fourth
11. P. to Q. fifth
12. P. to K. Kts. third
13. Kt. to Q. second
14. P. takes Kt.
15. Q. takes P. on B. sixth
16. Q. B. to Q. B. third
17. B. to Q. Kts. fourth

BLACK. (MR. G.)

1. P. to K. fourth
 2. B. to Q. B. fourth
 3. B. takes Q. Kts. P.
 4. B. to Q. B. fourth
 5. Kt. to Q. B. third
 6. P. to Q. third
 7. P. takes P.
 8. B. to Q. Kts. third
 9. B. to K. Kts. fifth
 10. B. takes Kt.
 11. Q. to K. Kts. fourth
 12. Q. to K. R. fourth
 13. Castles
 14. P. takes P.
 15. Q. to Q. R. fourth
 16. Q. to R. sixth
- And Black resigned.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 13, Carey-street, Lincoln's-inn-fields.

L. M.—If you favour us with your address, we will give you our opinion on the subject in private.

SIMPLE SIMON.—The prejudice in favour of the old notation is so great that it is vain to attempt any new scheme.

G. M.—Whether it is the custom of the Italians to castle in the ancient way, or in the mode adopted in this country, we are not able to say.

MR. LAWFIELD.—The games played at the Tournament have just appeared, and are published at Mr. Bohn's.

BRA.—The match between Mr. Williams and Mr. Horwitz was played at the London Chess Club.

R. W.—Elaborated problems do not suit good chess-players, and consequently we must decline to insert them.

LONDON:

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Vol. II.—No. 46.

MAY 29, 1852.

Price 2d.

PROBLEM No. XLVI., BY MR. HENRY TURTON.

BLACK.



WHITE.

White mates in four moves.

**BRISTOL ATHENÆUM CHESS-CLUB.—GAME IN THE MATCH
BETWEEN MR. D. V. AND MR. W.**

(Remove Black's K. B. P.)

WHITE. (MR. W.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Kt. to Q. B. third
5. P. to Q. fifth
6. P. takes B.
7. B. to Q. third
8. P. to K. R. fourth
9. B. to K. Kt. fifth
10. Q. to Q. second
11. P. to K. R. fifth
12. P. to K. B. fourth
13. K. R. P. takes P.
14. R. takes P.
15. B. takes Kt.
16. R. takes Q. Kt. P.
17. Q. R. to Q. Kt. square
18. Q. R. to Q. Kt. fifth
19. Kt. to K. second
20. Q. to Q. Kt. second
21. R. takes Kt. (check)
22. R. to Q. Kt. seventh (ch.)
23. R. to Kt. eighth (check)
24. P. to K. fifth
25. Q. to Q. Kt. seventh
26. Q. takes Q.
27. K. to B. second
28. R. to Kt. fifth
29. R. to Q. B. fifth
30. B. to K. fourth
31. R. to Q. R. sixth (check)
32. R. takes P.
33. R. to K. R. seventh
34. Kt. to Q. B. square
35. Kt. to K. second
36. R. to K. Kt. seventh
37. K. to B. third
38. R. to K. Kt. fifth
39. P. to K. Kt. third
40. K. takes P.
41. B. to K. B. third
42. B. to K. Kt. fourth
43. R. to K. Kt. eighth

BLACK. (MR. D. V.)

- 1.
2. P. to K. third
3. B. to Q. Kt. fifth (check)
4. P. to Q. B. fourth
5. B. takes Kt. (check)
6. P. to Q. third
7. P. to K. Kt. third
8. Kt. to K. second
9. Q. to Q. R. fourth
10. P. to K. fourth
11. R. to K. Kt. square
12. B. to K. Kt. fifth
13. Kt. retakes R. P.
14. Kt. takes K. B. P.
15. P. takes B.
16. Kt. to Q. second
17. Castles
18. Q. to Q. R. fifth
19. Q. R. to K. B. square
20. K. to Q. square
21. K. takes R.
22. K. to Q. square
23. B. covers.
24. P. takes P.
25. Q. to Q. second
26. K. takes Q.
27. K. to Q. B. second
28. K. to Q. third
29. K. R. to Kt. second
30. K. R. to Q. Kt. second
31. R. to Q. Kt. third
32. R. to Q. R. third
33. R. to K. B. third
34. R. to Q. R. sixth
35. R. takes Q. R. P.
36. B. to Q. second
37. B. to K. square
38. R. to Q. R. eighth
39. P. takes P. (dis. check)
40. R. to K. eighth
41. P. to K. fifth
42. K. R. to K. B. eighth
43. B. to Q. second

WHITE. (MR. W.)

44. R. to Q. eighth
45. B. takes B.
46. K. to Kt. second
47. K. to Kt. third
48. K. to R. fourth
49. R. to K. eighth
50. B. to K. sixth
51. K. to Kt. fourth
52. K. to B. fourth
53. R. to Q. B. eighth (check)
54. R. to Q. eighth (check)
55. R. to K. eighth
56. R. to K. B. eighth (check)
57. R. to K. eighth
58. P. to Q. sixth
59. B. to Q. fifth

BLACK. (MR. D. V.)

44. R. to K. B. second
45. K. R. to K. B. sixth (ch.)
46. K. R. to K. B. seventh (ch.)
47. Q. R. to K. B. sixth (ch.)
48. K. to Q. B. second
49. R. takes Kt.
50. R. to R. seventh (check)
51. R. to Kt. seventh (check)
52. P. to K. sixth
53. K. to Q. third
54. K. to K. fourth
55. K. to K. B. fifth
56. K. to K. fifth
57. K. to Q. sixth
58. P. to K. seventh
59. R. to K. sixth

And White resigns.

THE FOURTEENTH GAME IN THE MATCH BETWEEN MR. WILLIAMS & MR. HORWITZ, PLAYED ON THE 30TH MARCH, 1863.

WHITE. (MR. H.)

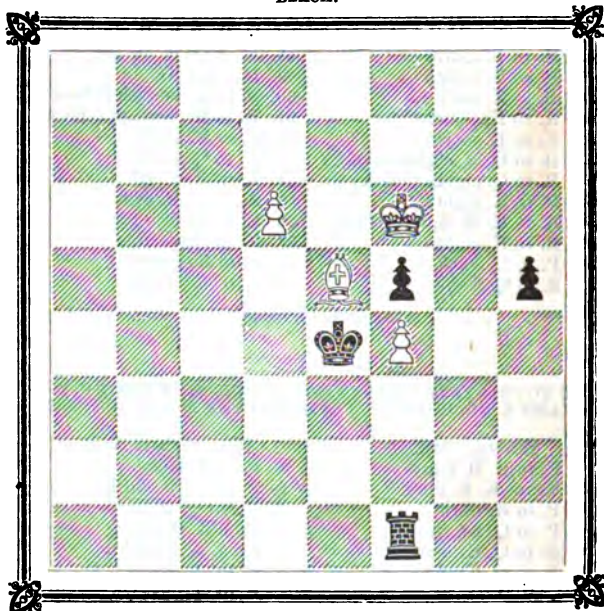
1. P. to K. B. fourth
2. Kt. to K. B. third
3. P. to K. third
4. P. to Q. Kt. third
5. B. to Q. Kt. second
6. B. to Q. Kt. fifth
7. Castles
8. P. to Q. B. fourth
9. P. takes P.
10. K. B. takes Kt.
11. K. Kt. to K. fifth
12. Kt. takes Q. B.
13. P. takes P.
14. Q. to K. Kt. fourth
15. P. to K. B. fifth
16. Kt. to Q. B. third
17. P. to K. R. third
18. K. to K. R. square
19. R. takes Kt.
20. Q. takes Q.
21. P. takes P.
22. K. to Kt. square
23. Kt. to Q. B. second
24. R. to Q. B. square

BLACK. (MR. W.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. Kt. to Q. B. third
4. P. to K. third
5. Kt. to K. B. third
6. B. to Q. second
7. B. to Q. third
8. Castles
9. P. takes P.
10. B. takes B.
11. P. to Q. fifth
12. P. takes Kt.
13. Kt. to Q. fourth
14. Q. to K. B. third
15. K. R. to K. square
16. Q. to K. R. third
17. Kt. to K. B. fifth
18. R. to K. seventh
19. Q. takes R.
20. B. takes Q.
21. Q. R. to K. square
22. B. to Kt. sixth
23. R. takes Q. P.
24. R. takes Kt., and wins.

CHESS STUDY No. XCI., BY MR. F. BUTLER.

BLACK.



WHITE.

White, even with the move, must lose.

SOLUTION TO CHESS STUDY No. LXXXIX.

WHITE.

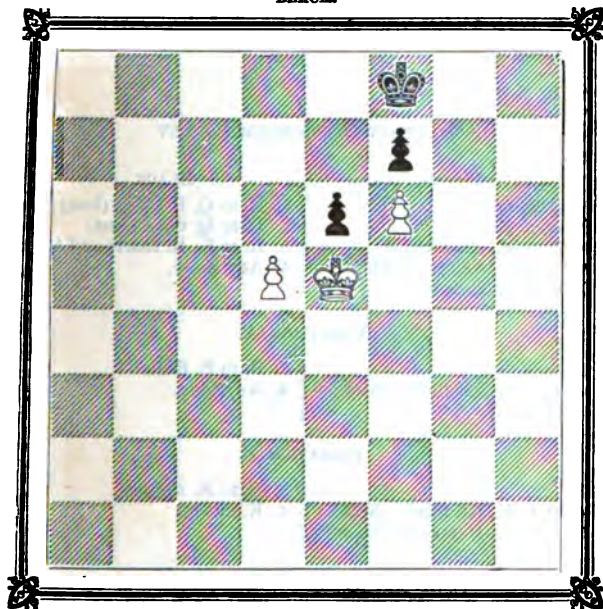
1. K. to Q. sixth
2. K. to Q. seventh
3. K. to Q. B. sixth
4. K. to Q. B. seventh
5. K. to Q. Kt. eighth
6. K. to Q. Kt. seventh, and wins.

BLACK.

1. K. to Q. Kt. second
2. K. to Q. R. sq. or R. third
3. K. to Q. R. second
4. K. to Q. R. third
5. K. to Q. R. fourth

CHESS STUDY No. XCII., BY THE AUTHORS.

BLACK.



WHITE.

White having the move wins.

SOLUTION TO CHESS STUDY No. XC.

WHITE.

1. K. to Q. Kt. sixth
2. K. to Q. Kt. seventh
3. K. to Q. R. eighth
4. K. to Q. Kt. eighth
5. P. to K. fifth

BLACK.

1. K. to K. B. third (best)
2. K. to K. B. second (best)
3. K. to K. square (best)
4. K. to K. B. square (a)
5. K. to Q. second, and draws.

(a) Were Black to play to Q. square, he must lose in the following way :—

WHITE.

BLACK.

- | | | |
|--|--|--------------------|
| 4. | | 4. K. to Q. square |
| 5. K. to Q. Kt. seventh | | 5. K. to Q. second |
| 6. K. to Q. Kt. sixth, and wins in a similar manner to Study 89. | | |

SOLUTION TO PROBLEM No. XLV.

WHITE.

BLACK.

- | | | |
|----------------------------|--|--------------------------------|
| 1. Q. to Q. second | | 1. R. to Q. Kt. fifth (best) |
| 2. B. to K. sixth | | 2. B. to Q. third (best) |
| 3. R. to K. Kt. seventh | | 3. R. to K. R. fourth or (A B) |
| 4. Q. to B. fourth (check) | | 4. Any move. |
| 5. P. or R. mates. | | |

VARIATION A.

- | | | |
|-------------------------------|--|-------------------|
| 3. | | 3. B. to B. fifth |
| 4. P. to K. Kt. third (check) | | 4. Anything. |
| 5. Q. mates. | | |

VARIATION B.

- | | | |
|-------------------------------|--|--------------------|
| 3. | | 3. B. to K. second |
| 4. P. to K. Kt. third (check) | | 4. K. moves. |
| 5. B. to K. B. seventh, mate. | | |

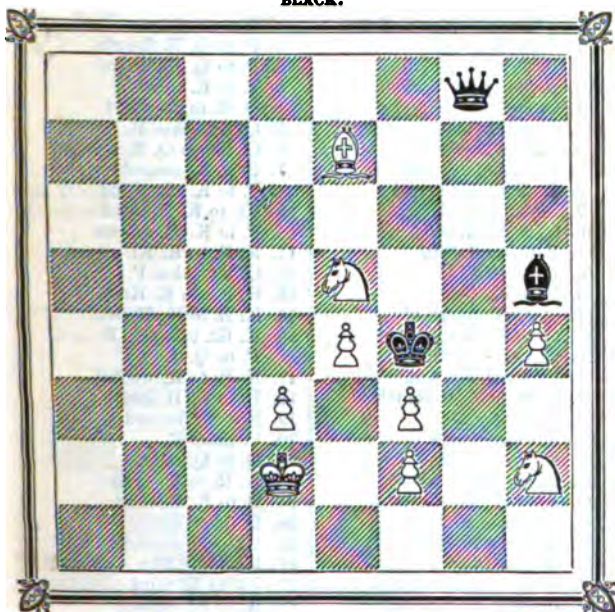
The Halifax Chess Club celebrated its twelfth anniversary by a dinner at the Royal Hotel, St. James's-road, Halifax. There was a large attendance of the members and friends of the society.

After many toasts and addresses, Mr. Leyland, the honorary secretary, said that he had had the honour of calling together the members of that body twice, and he was willing to bear the charge once more, if the zealous chess-players of Yorkshire would aid the Halifax Chess Club in its endeavour to infuse renewed vitality into an association originally formed under the happiest auspices and for the best of purposes.

It is hoped that Leeds will take up the gauntlet thus freely thrown down.

ENIGMA No. XLV., BY MR. O. T. ATKINS (Weymouth).

BLACK.



WHITE.

White moving first can checkmate in four moves.

SOLUTION TO ENIGMA No. XLIV.

WHITE.

1. Kt. to K. B. sixth (check)
2. Q. to K. Kt. sixth (check)
3. R. takes R., mate.

BLACK.

1. P. takes Kt.
2. P. takes Q.

GAME BETWEEN A SCOTTISH AMATEUR AND MR. S. BODEN;
THE LATTER GIVING THE ODDS OF KING'S KNIGHT.

(Remove Black's King's Knight from the board.)

BLACK. (MR. S. B.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Kt. to Q. B. third
4. Castles
5. B. takes B.
6. Q. to K. second
7. P. to K. B. fourth
8. Q. to K. Kt. fourth
9. P. to Q. third
10. Q. to K. R. third
11. P. to K. B. fifth
12. P. takes K. P.
13. P. to K. fifth
14. Q. to K. Kt. third
15. Q. to K. B. third
16. Q. to K. fourth
17. Kt. to Q. Kt. fifth
18. Q. B. to K. B. fourth
19. Q. to Q. fifth
20. P. to Q. fourth
21. Kt. retakes P.
22. B. takes Kt.
23. B. to K. Kt. third
24. Kt. takes K. B. P.
25. Q. takes K. B. P.
26. B. to R. fourth
27. Q. to Q. fifth (check)
28. R. takes B. (check)
29. R. takes Kt.
30. R. to K. seventh (dis. check)
31. Q. to K. B. seventh
32. K. to R. square

WHITE. (AMATEUR.)

1. P. to Q. B. fourth
2. P. to Q. Kt. third
3. P. to K. third
4. Q. B. to R. third
5. Q. Kt. takes B.
6. Q. Kt. to Q. B. second
7. B. to K. second
8. P. to K. Kt. third
9. Kt. to K. B. third
10. P. to K. R. fourth
11. K. R. to K. Kt. square
12. Q. Kt. takes P.
13. K. Kt. to K. Kt. fifth
14. K. B. to K. R. fifth
15. K. Kt. takes K. P.
16. P. to Q. third
17. K. B. to K. second
18. P. to K. B. fourth
19. K. to B. second
20. P. takes P.
21. Q. to Q. second
22. K. R. to K. square
23. B. to K. B. third
24. P. takes Kt.
25. Q. to K. second
26. Kt. to Q. fifth
27. Kt. to K. third
28. K. to Kt. square
29. Q. takes B.
30. K. to R. square
31. Q. to Q. fifth (check)
- White resigns.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 13, Carey-street, Lincoln's-inn-fields.

Messrs. S. Boden, John Watkinson and Godolphin are thanked for their kind contributions.

F. T.—We cannot tell when the match between Mr. Löwenthal and Mr. Cronhelm will be played.

To *CHESS-PLAYERS*.—Kling's Chess and Coffee Rooms, 458, New Oxford-street, will be opened on the 1st of June.

LONDON:

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

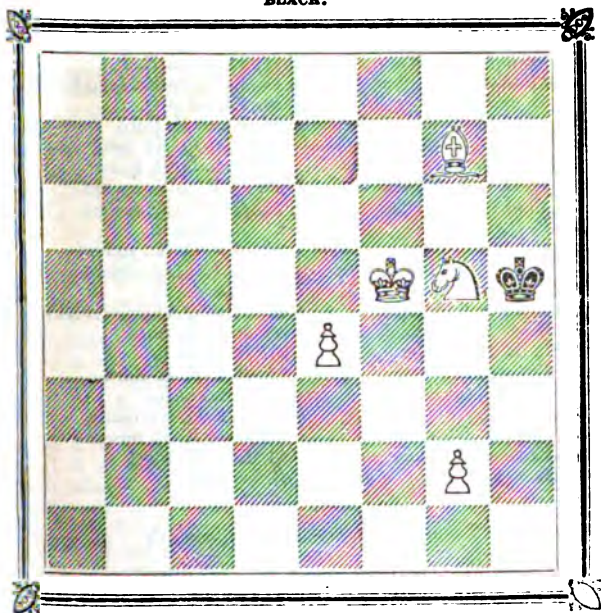
Vol. II.—No. 47.

JUNE 5, 1852.

Price 2d.

PROBLEM No. XLVII., BY "JUDY."

BLACK.



WHITE.

White to move and mate in five moves.

THE FIFTEENTH GAME IN THE MATCH BETWEEN MR. WILLIAMS AND MR. HORWITZ.

WHITE. (MR. W.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. Q. Kt. to B. third
6. B. to Q. B. fourth
7. Castles
8. B. to Q. Kt. third
9. P. to K. B. fourth
10. Kt. to K. B. third
11. P. to K. fifth
12. P. takes P.
13. Q. Kt. to Q. fifth
14. P. to K. R. third
15. Kt. takes B. (check)
16. B. takes P.
17. Q. to Q. fourth
18. Q. takes Q.
19. R. takes Kt.
20. B. to K. third
21. Q. R. to K. B. square
22. B. to Q. fifth
23. Q. R. to K. B. second
24. P. to Q. B. fourth
25. B. takes Kt.
26. P. to Q. B. fifth
27. R. to K. Kt. third
28. P. takes P.
29. Q. R. to K. B. fourth
30. K. to K. R. second
31. Q. R. to Q. fourth
32. B. takes R.
33. R. to K. third
34. B. takes R.
35. K. to K. Kt. third
36. K. to K. B. second
37. B. to Q. fourth

BLACK. (MR. H.)

1. P. to K. fourth
 2. P. to Q. third
 3. P. takes P.
 4. Kt. to K. B. third
 5. B. to K. second
 6. P. to Q. B. third
 7. Castles
 8. Kt. to Q. R. third
 9. P. to Q. B. fourth
 10. Q. to Q. B. second
 11. P. takes P.
 12. Kt. to K. Kt. fifth
 13. Q. to Q. square
 14. P. to Q. B. fifth
 15. Q. takes Kt.
 16. Q. to Q. B. fourth (check)
 17. Kt. takes K. P.
 18. Kt. takes Kt. (chok)
 19. Kt. takes Q.
 20. Kt. to K. third
 21. P. to Q. Kt. third
 22. B. to Q. R. third
 23. Q. R. to K. square
 24. Q. R. to K. second
 25. R. takes B.
 26. B. to Q. Kt. second
 27. K. R. to Q. square
 28. P. takes P.
 29. R. to Q. eighth (check)
 30. R. to Q. sixth
 31. R. takes R.
 32. P. to K. B. third
 33. R. takes R.
 34. P. to Q. Kt. fourth
 35. K. to K. B. second
 36. K. to K. third
- Drawn game.

SOLUTION TO PROBLEM No. XLVI.

WHITE.

1. B. to K. R. fifth (check)
2. R. to K. Kt. seventh (check)
3. K. takes R. (chok)
4. Q. or B. mates.

BLACK.

1. Q. takes B.
2. K. takes R.
3. King anywhere.

GAME BETWEEN MR. MONGREDIEN AND MR. GREENAWAY.

BLACK. (MR. G.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. second (a)
4. P. to K. Kt. third
5. Kt. takes P.
6. Q. to B. third
7. P. to Q. B. third
8. B. to K. Kt. second
9. P. to Q. fourth
10. Kt. to Q. second
11. Castles
12. P. to K. R. third
13. Q. takes B.
14. R. takes Q.
15. B. to K. B. third (b)
16. K. to B. second
17. R. to K. B. sixth
18. P. to K. fifth
19. R. takes Kt. (c)
20. R. to Q. Kt. square
21. B. to K. fourth (d)
22. B. takes Kt.
23. Kt. to K. B. third
24. Q. B. to K. third
25. Kt. to Q. fourth
26. Kt. to K. B. fifth (check)
27. P. to Q. Kt. third
28. P. to K. R. fourth
29. R. to Q. square
30. P. to Q. R. fourth
31. P. takes P.
32. Q. B. takes P.
33. R. to Q. eighth
34. Q. B. to K. B. fourth
35. B. takes R.
36. K. to K. Kt. third
37. K. B. takes P.
38. K. takes P.
39. K. to K. Kt. fifth
40. B. to K. Kt. sixth

WHITE. (MR. M.)

1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. P. takes P.
 5. B. to Q. third
 6. Kt. to Q. B. third
 7. Kt. to K. B. third
 8. Castles
 9. R. to K. square
 10. B. to K. B. fifth
 11. Kt. to K. Kt. fifth
 12. Q. takes Kt.
 13. Q. takes Q.
 14. Kt. to K. sixth
 15. P. to Q. third
 16. P. to K. Kt. fourth
 17. K. to K. Kt. second
 18. P. takes P.
 19. Kt. to Q. B. seventh
 20. P. takes R.
 21. P. takes P.
 22. P. takes P.
 23. B. to Q. R. third
 24. P. to K. B. third
 25. Q. R. to Q. Kt. square
 26. K. to K. R. square
 27. P. to Q. B. fourth (e)
 28. R. to K. fourth
 29. B. to Q. Kt. fourth
 30. B. to Q. B. third
 31. P. takes P.
 32. Q. R. to K. B. square
 33. B. to K. square (f)
 34. K. R. takes Kt.
 35. P. to Q. B. seventh
 36. P. to K. R. fourth
 37. P. to K. R. fifth (check)
 38. R. takes B. (check)
 39. R. to K. B. square
- And White resigned.

(a) Novel, but not good.

(b) This move required nice calculation.

(c) The best move.

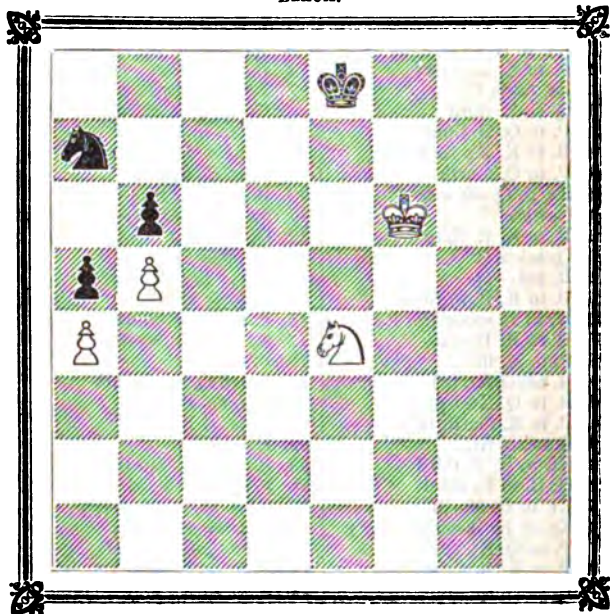
(d) Better than taking the Pawn attacking both Rooks.

(e) A good move.

(f) Not so good as taking Rook.

CHESS STUDY No. XCIII., BY THE AUTHORS.

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY No. XCI.

WHITE.

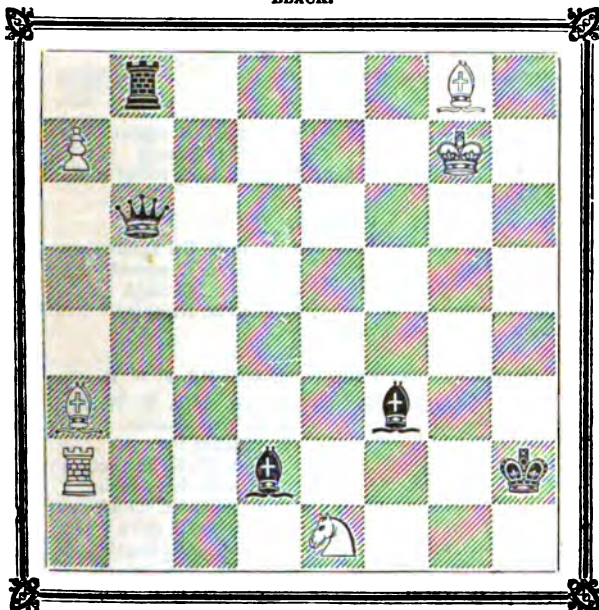
1. K. to K. Kt. fifth
2. P. to Q. seventh
3. K. takes R. P.
4. K. to K. Kt. fifth
5. B. to Q. B. seventh
6. K. to K. R. fifth

BLACK.

1. R. to K. R. eighth
2. R. to Q. eighth
3. R. takes P.
4. R. to Q. eighth
5. R. to K. Kt. eighth (check)
6. R. to K. Kt. fifth, and wins.

CHESS STUDY No. XCIV., BY THE AUTHORS.

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY No. XCII.

WHITE.

1. K. to Q. sixth
2. P. takes P.
3. K. takes P.
4. P. to K. B. seventh, and wins.

BLACK.

1. K. to K square or (A)
2. P. takes P. or (B)
3. K. to K. B. square

VARIATION A.

WHITE.

- 1.
2. K. takes P.
3. K. to Q. B. sixth
4. K. to Q. sixth
5. K. to Q. B. seventh, and wins.

BLACK.

1. P. takes P.
2. K. to K. square or (C)
3. K. to Q. square
4. K. to K. square

VARIATION B.

- | | |
|--|--|
| <ol style="list-style-type: none"> 2. 3. P. to K. seventh (check) 4. K. to K. fifth, and wins by seventh. | <ol style="list-style-type: none"> 2. K. to K. B. square 3. K. to K. square bringing King round to K. Kt. |
|--|--|

VARIATION C.

- | | |
|--|--|
| <ol style="list-style-type: none"> 2. 3. K. to Q. sixth 4. K. to Q. seventh 5. K. to K. eighth 6. K. to K. seventh, and wins. | <ol style="list-style-type: none"> 2. K. to K. Kt. square 3. K. to K. R. second 4. K. to K. R. third 5. K. to K. Kt. third |
|--|--|

GAME BETWEEN MR. H. M. AND MR. F. W. R.

WHITE. (MR. H. M.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. Q. Kt. to B. third
6. P. to Q. fourth
7. K. Kt. to B. third
8. P. to K. fifth
9. P. to K. R. fourth
10. K. to K. Kt. square
11. Kt. to K. square
12. Kt. to Q. Kt. fifth
13. Kt. to Q. B. seventh
14. P. to Q. B. third
15. P. takes P.
16. Kt. takes R.
17. Kt. to Q. B. seventh
18. B. to Q. third (b)
19. Kt. takes Kt.
20. P. to K. Kt. third
21. K. to R. square

BLACK. (MR. F. W. R.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kt. fourth
5. B. to K. Kt. second
6. P. to Q. B. third
7. Q. to K. R. fourth
8. K. Kt. to K. second
9. P. to K. R. third
10. P. to K. Kt. fifth
11. P. to Q. B. fourth (a)
12. Castles
13. Q. Kt. to B. third
14. P. takes P.
15. Kt. to K. B. fourth
16. K. Kt. takes Q. P.
17. Kt. takes K. P.
18. Kt. takes B.
19. P. to K. B. sixth
20. Kt. to K. seventh (check)

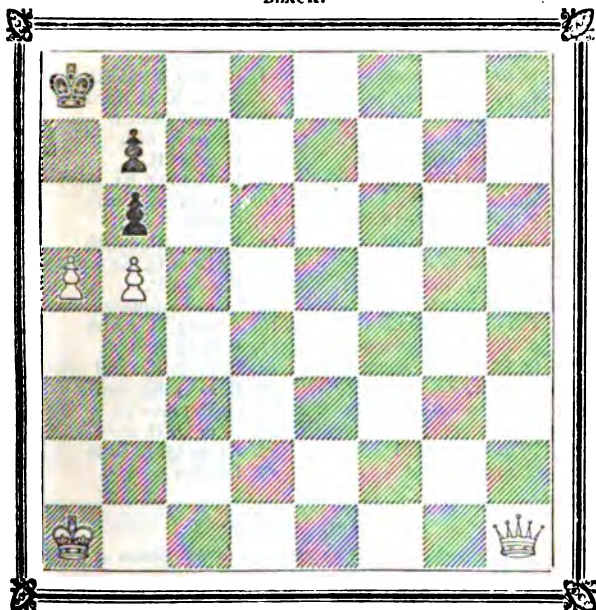
And Black mated by force in four moves.

(a) This move is not good ; P. to Q. fourth would be better.

(b) It is evident that, by taking the Knight with his Queen, he would have sustained great loss.

ENIGMA No. XLVI., BY MR. HORWITZ.

BLACK.



WHITE.

White moves first, and checkmates with a Pawn in four moves.

SOLUTION TO ENIGMA No. XLV.

WHITE.

1. Kt. to K. B. seventh
2. B. to Q. B. fifth

BLACK.

1. Q. to K. Kt. third (best)
2. Anything.

White gives mate in two moves.

GAME BETWEEN AMSTERDAM AND LONDON.

WHITE. (AMSTERDAM.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to K. fifth
7. B. to Q. Kt. fifth
8. B. takes Kt. (check)
9. P. takes P.
10. Kt. to Q. B. third
11. P. to K. R. fourth
12. B. to K. B. fourth
13. K. to K. B. square
14. Kt. to Q. R. fourth
15. K. Kt. takes P.
16. P. to K. Kt. third
17. K. Kt. to Q. B. second
18. Q. R. to Q. B. square
19. K. to K. Kt. square
20. K. Kt. to Q. R. third
21. P. takes B.
22. P. to K. B. third
23. Q. to B. second

BLACK. (LONDON.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. P. takes P.
4. B. to Q. B. fourth
5. Kt. to K. B. third
6. P. to Q. fourth
7. Kt. to K. fifth
8. P. takes B.
9. K. B. to Q. Kt. third
10. P. to K. B. fourth
11. Castles
12. P. to Q. B. fourth
13. Q. R. to Q. Kt. square
14. P. takes P.
15. Q. to K. square
16. P. to Q. B. fourth
17. P. to Q. fifth
18. B. to Q. R. third (check)
19. B. to Q. Kt. fourth
20. Q. B. takes Kt.
21. B. to Q. B. second
22. Kt. to Q. B. sixth
23. London to play.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 13, Carey-street, Lincoln's-inn-fields.

W. X.—Your problem is not suitable for the **CHESS PLAYER**.

To **CHESS-PLAYERS**.—Kling's Chess and Coffee Rooms, 458, New Oxford-street, are now open, and first-rate players meet constantly at the above establishment.

To **THE LOVERS OF CHESS**.—Shortly an analysis of a new Gambit will appear, which is the invention of Mr. Mongredien, the President of the London Chess Club.

F. R.—You are right respecting the Laws of Chess; and we are glad to inform you and our readers that it is the intention of the members of the London Chess Club to improve them, or rather to state, through the medium of our periodical, such points as appear to need correction, in order to enable all chess-players to give their opinions on different critical questions, after which the decision of the majority shall become law.

LONDON:

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

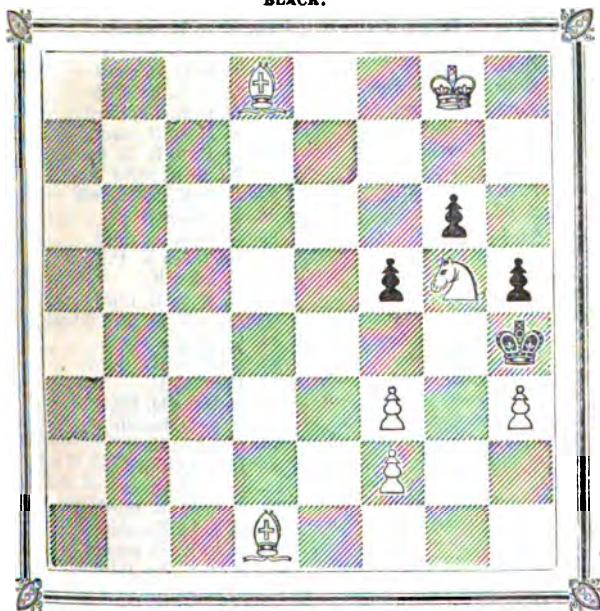
Vol. II.—No. 48.

JUNE 12, 1852.

Price 2d.

PROBLEM No. XLVIII., BY MR. HORWITZ.

BLACK.



WHITE.

White to move and mate in five moves.

GAME BETWEEN MR. A. SIMONS AND MR. DEACON.

BLACK. (MR. A. S.)

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. B. to Q. B. fourth
5. Q. to K. second
6. B. takes B.
7. Q. to Q. Kt. fifth (check)
8. Kt. to K. Kt. fifth
9. Q. takes Q. Kt. P.
10. Q. to Q. B. sixth (check)
11. P. to Q. fourth (a)
12. Kt. to Q. R. fourth
13. Kt. to K. B. third
14. Q. takes Kt.
15. Castles
16. Q. to Q. B. fourth (check)
17. Q. to Q. fifth
18. R. to K. square
19. Q. to Q. B. fourth
20. P. to K. R. third
21. Q. to K. second
22. K. to R. second
23. P. to Q. Kt. fourth
24. P. to Q. R. fourth
25. B. takes B.
26. Kt. to R. fourth
27. Kt. to K. B. fifth
28. Q. takes Kt.
29. Q. takes Q. B. P.
30. Q. R. to Q. B. square
31. K. to K. R. square
32. P. to K. B. third
33. P. to K. B. fourth
34. Q. R. to Q. square
35. K. R. to K. eighth
36. R. takes R. (check)
37. Q. takes Q. P.
38. Q. to K. fifth
39. Q. takes K. B. P.
40. R. to Q. third
41. Q. to K. B. eighth (check)
42. R. to K. Kt. third
43. Q. to K. B. fifth
44. Q. to Q. third
45. K. to Kt. square
46. R. to K. Kt. fourth

WHITE. (MR. D.)

1. P. to K. fourth
2. P. to Q. third
3. Kt. to K. B. third
4. B. to K. third
5. B. to K. second
6. P. takes B.
7. Q. Kt. to Q. second
8. P. to Q. R. third
9. Q. Kt. to Q. B. fourth
10. K. Kt. to Q. second
11. P. takes P.
12. Castles
13. Kt. takes Kt.
14. P. to K. fourth
15. Kt. to Q. B. fourth
16. K. to R. square
17. Q. to Q. second
18. P. to Q. B. third
19. Q. to K. Kt. fifth
20. Q. to K. Kt. third
21. K. R. to B. second
22. Q. R. to K. B. square
23. Kt. to K. third
24. B. to K. Kt. fourth
25. Kt. takes B.
26. Q. to K. B. third
27. Kt. takes K. P. (b)
28. Q. takes Kt.
29. K. R. to B. third
30. Q. to K. B. fifth (check)
31. Q. to Q. seventh
32. K. R. to Kt. third
33. P. takes P.
34. Q. takes Q. Kt. P.
35. P. to Q. fourth
36. Q. takes R.
37. R. to Q. third
38. Q. to Q. square
39. P. to K. R. third
40. Q. to Q. Kt. third
41. K. to K. R. second
42. R. to K. Kt. third
43. Q. to K. third
44. P. to K. R. fourth
45. P. to K. R. fifth
46. Q. to K. eighth (check)

BLACK. (MR. A. S.)

47. K. to R. second
48. P. to K. Kt. third
49. R. takes P.
50. Q. takes Q.
51. K. takes R.
52. K. to K. B. third
53. K. to K. fourth
54. K. takes P.
55. P. to Q. B. fourth
56. P. to Q. B. fifth
57. P. to Q. B. sixth
58. P. to Q. B. seventh
59. P. Queens (check)

WHITE. (MR. D.)

47. Q. to K. fourth (check)
48. P. takes P. (check)
49. Q. takes R. (check)
50. R. takes Q. (c)
51. K. to R. third
52. K. to R. fourth
53. K. to R. fifth
54. K. takes P.
55. P. to K. Kt. fourth
56. P. to K. Kt. fifth
57. P. to K. Kt. sixth
58. P. to K. Kt. seventh

And, after a few more moves, White resigned.

(a) This move, though it loses a Pawn, seems to be Black's best play. P. to Q. third would have cost a piece; for instance,

11. P. to Q. third
12. Q. Kt. to R. fourth

11. Q. B. to Kt. square
12. B. takes Kt.

the only move to save the Queen.

(b) These exchanges, though they lead to the gain of a Pawn, greatly improves Black's game.

(c) K. to R. third would have been better play; exchanging all the pieces gives Black the better game.

SOLUTION TO PROBLEM No. XLVII.

WHITE.

1. B. to K. fifth
2. B. to Q. fourth
3. Kt. to K. B. seventh
4. B. to K. B. second (check)
5. P. mates.

BLACK.

1. K. to R. third or (A)
2. K. moves.
3. K. moves.
4. K. moves.

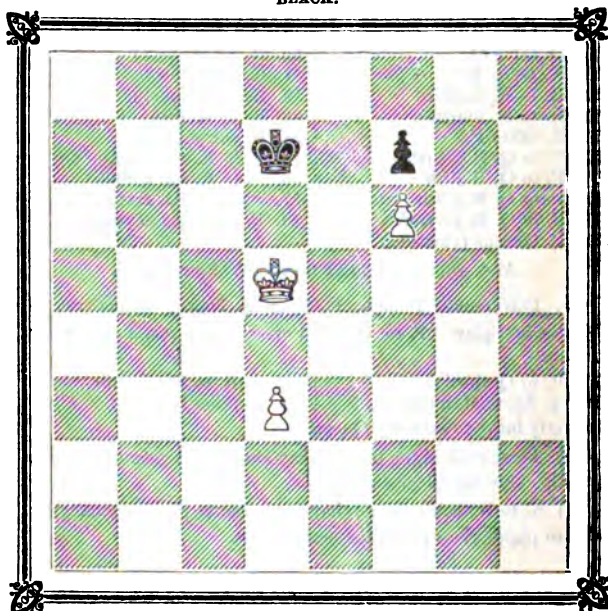
VARIATION A.

- 1.
2. Kt. to K. B. seventh
3. B. to Q. fourth
4. B. to K. B. second (check)
5. Pawn mates.

1. K. to R. fifth
2. K. moves.
3. K. moves.
4. K. moves.

CHESS STUDY No. XCV., BY THE AUTHORS.

BLACK.



WHITE.

White, with or without the move, can only draw.

SOLUTION TO CHESS STUDY No. XCIII.

WHITE.

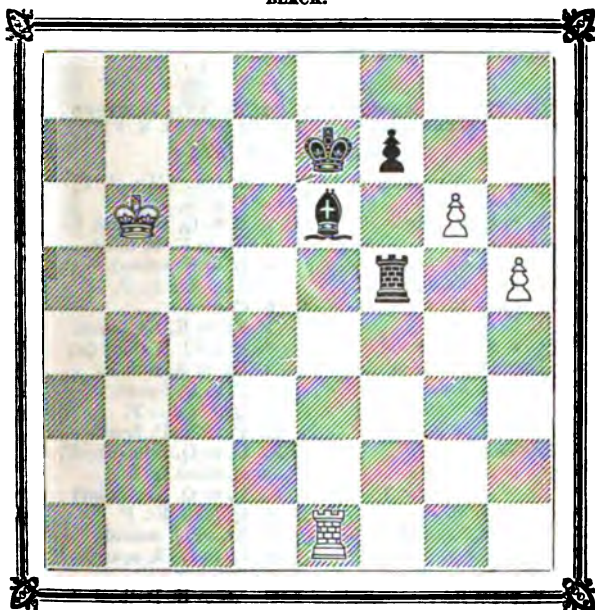
1. K. to K. sixth
2. Kt. to Q. sixth
3. K. to K. seventh
4. K. to Q. eighth
5. K. to Q. B. seventh, and wins.

BLACK.

1. K. to Q. square (best) (a)
2. K. to Q. B. second
3. K. to Q. Kt. square or (A)
4. K. to Q. R. square

CHESS STUDY No. XCVI., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, wins.

VARIATION A.

WHITE.

- 3.
4. K. takes Kt.
5. K. to Q. sixth
6. K. to Q. seventh
7. K. to Q. B. sixth
8. K. to Q. B. seventh, and wins.

BLACK.

3. Kt. to Q. B. square (check)
4. K. takes Kt.
5. K. to Q. Kt. second
6. K. to Q. Kt. square
7. K. to Q. R. second

(a) Black cannot play Kt. to B. square, as White, by forcing Kt. for Kt., would win easily.

SOLUTION TO CHESS STUDY No. XCIV.

WHITE.

1. P. takes R. (a Queen) (ch.)
2. B. to Q. sixth (check)
3. R. takes B. (check)
4. Kt. takes B. (check), and wins.

BLACK.

1. Q. takes Q.
2. Q. takes B.
3. Q. takes R.

GAME BETWEEN MESSRS. S. S. BODEN AND J. BODEN; THE FORMER GIVING THE ODDS OF THE K. KT.

(Remove Black's K. Kt.)

WHITE. (MR. S. S. B.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Castles
4. P. to Q. Kt. fourth
5. P. to Q. fourth
6. P. takes P.
7. B. to Q. fifth
8. P. to K. B. fourth
9. B. to Q. Kt. third
10. Q. to K. square
11. P. to Q. B. fourth (b)
12. B. to Q. B. second
13. B. takes Kt.
14. B. to K. third
15. B. to Q. B. second
16. Q. to K. B. second
17. Kt. to Q. second
18. Kt. takes P.
19. Kt. to Q. sixth
20. P. takes B.
21. B. to Q. B. fifth
22. B. to Q. Kt. third
23. Q. to K. R. fifth
24. B. to Q. fourth
25. R. to K. B. third
26. B. to K. fifth
27. R. to K. R. third
28. R. to K. B. third
29. Q. takes R. P. (check)
30. B. takes Kt. P.
31. R. covers
32. K. to K. R. square

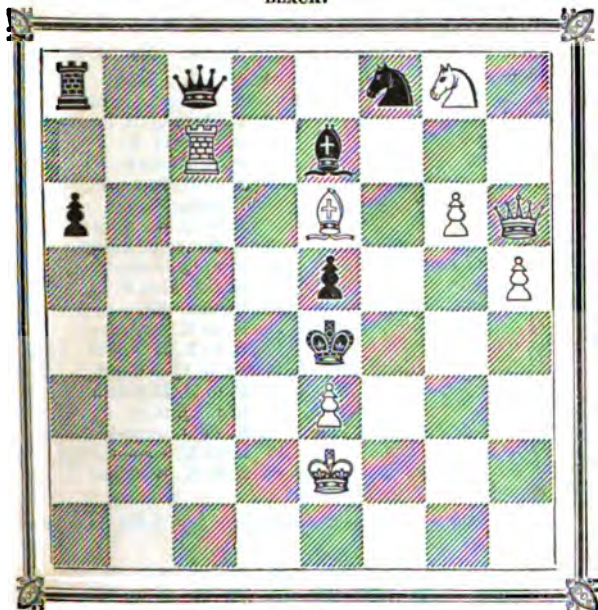
BLACK. (MR. J. B.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Kt. to K. B. third
4. B. to K. second
5. Kt. takes K. P.
6. Castles
7. Kt. to K. Kt. fourth
8. P. to Q. B. third (a)
9. Kt. to K. fifth
10. P. to Q. fourth
11. Q. P. takes P.
12. P. to K. B. fourth
13. Q. to Q. fifth (check)
14. Q. takes Q. R.
15. Q. to Q. Kt. seventh
16. Q. takes Kt. P.
17. Kt. to Q. second
18. K. to K. R. square
19. B. takes Kt.
20. Kt. to K. B. third
21. Q. to Q. B. fifth
22. Q. to Q. R. third (c)
23. B. to Q. second
24. Q. R. to K. square
25. Q. to K. seventh
26. Kt. to Q. fourth
27. P. to K. R. fourth (d)
28. Q. R. to K. third
29. K. to K. Kt. square
30. Q. to K. eighth (check)
31. Q. to K. sixth (check)
32. K. takes B., and wins.

- (a) Right move.
 (b) Bad move.
 (c) A prudent move.
 (d) Well played.

ENIGMA No. XLVII., BY HERR KLING.

BLACK.



WHITE.

White mates in two moves.

SOLUTION TO ENIGMA No. XLVI.

WHITE.

1. Q. to K. R. eighth (check)
2. Q. to Q. fourth
3. Q. to Q. eighth (check)
4. P. mates.

BLACK.

1. K. moves.
2. K. moves.
3. K. moves.

GAME BETWEEN MR. J. WATKINSON AND MR. JOSEPH SHAW;
THE FORMER GIVING THE ODDS OF THE QUEEN'S ROOK:
EVANS' GAMBIT.

(Remove White's Queen's Rook.)

WHITE. (MR. J. W.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. Castles
6. P. to Q. B. third
7. P. to Q. fourth
8. P. takes P.
9. Q. B. to Q. Kt. second
10. K. Kt. to Kt. fifth
11. P. takes P.
12. Kt. takes K. B. P.
13. Q. to K. B. third (check)
14. B. takes Kt.
15. Q. B. to Q. R. third (check)
16. B. takes Kt. (check)
17. Q. to K. fourth (check)
18. Q. to K. fifth (check)
19. B. to K. sixth (check)
20. B. takes B. (dis. check)
21. Q. to K. sixth, checkmate (a)

BLACK. (MR. J. S.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes Q. Kt. P.
5. P. to Q. third
6. B. to Q. B. fourth
7. P. takes P.
8. B. to Q. Kt. third
9. K. Kt. to B. third
10. P. to Q. fourth
11. K. Kt. takes P.
12. K. takes Kt.
13. K. to K. second
14. B. to K. B. square
15. Kt. to Q. Kt. fifth
16. P. to Q. B. fourth
17. K. to Q. third
18. K. to Q. second
19. K. to K. second
20. K. to K. B. second

(a) The attack is maintained with great spirit; but the defence is proportionably weak.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the CHESS PLAYER, 13, Carey-street, Lincoln's-inn-fields.

ANONYMOUS.—We feel highly gratified by receiving a copy of the translation of Major Jaenisch's "Analysis of the Openings of the Game of Chess," likewise a new system of universal chess notation.

MR. MONGERDIEN.—The analysis of your four Pawns' Gambit is very ingenious; and we await the remainder of the variations, in order to insert them in our periodical.

MR. KLING begs to inform his numerous patrons and friends that he has opened a suite of Chess Rooms at 458, New Oxford-street, where may be met players of every grade of strength.

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Kling and Horwitz.

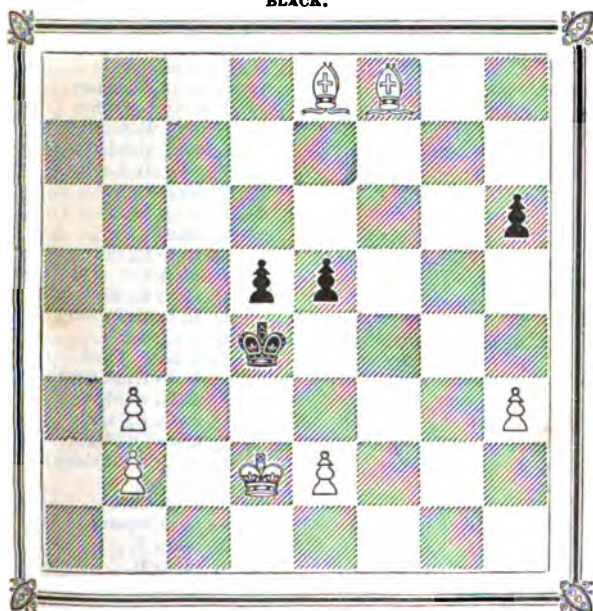
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JUNE 19, 1852.

Price 2d.

PROBLEM No. XLIX., BY MR. C. T. ATKINS (Weymouth).

BLACK.



WHITE.

White moving first can checkmate in six moves.

THE SIXTEENTH GAME BETWEEN MR. WILLIAMS AND
MR. HORWITZ.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to Q. third
5. B. to K. second
6. P. takes P.
7. B. to K. Kt. fifth
8. Q. Kt. to Q. B. third
9. Q. B. takes Kt.
10. Q. to Q. second
11. Q. Kt. to Q. fifth
12. K. B. takes Kt.
13. Kt. to K. third (a)
14. Q. takes B.
15. Q. to Q. second
16. Castles
17. K. to K. R. square
18. P. to Q. R. third
19. Q. R. to Q. Kt. square
20. K. R. to Q. square
21. P. to Q. B. third
22. P. to Q. R. fourth
23. Q. to K. third
24. B. takes P.
25. B. takes B. (check)
26. P. to Q. B. fifth
27. P. takes P. (c)
28. P. to K. R. third
29. R. to Q. second
30. K. R. to K. second
31. K. to Kt. square
32. Q. R. to Q. square
33. Q. to K. fourth
34. P. to Q. fourth
35. R. to Q. Kt. square
36. P. takes K. P.
37. Q. takes Q.
38. R. takes P.
39. R. to Q. second
40. R. to Q. Kt. third
41. R. takes P.
42. R. takes R.

WHITE. (MR. W.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. third
4. Kt. to Q. B. third
5. Kt. to K. B. third
6. P. takes P.
7. Castles
8. Q. to Q. third
9. Q. takes B.
10. Kt. to Q. fifth
11. Kt. takes Kt. (check)
12. Q. to Q. third
13. B. takes Kt.
14. Q. to Q. Kt. fifth (check)
15. Q. takes Q. Kt. P.
16. Q. to Q. fifth (check)
17. B. to K. third
18. Q. R. to Q. square
19. P. to Q. Kt. third
20. P. to Q. B. fourth
21. Q. to Q. third (b)
22. P. to K. B. fourth
23. P. takes P.
24. B. to Q. fourth
25. Q. takes B.
26. Q. R. to Q. third
27. P. takes P.
28. Q. R. to K. Kt. third
29. Q. R. to K. B. third
30. Q. to Q. third
31. P. to K. R. third
32. Q. R. to K. B. fourth
33. Q. to K. third
34. Q. to Q. Kt. sixth
35. Q. takes Q. B. P.
36. Q. to Q. fifth (check)
37. P. takes Q.
38. P. to Q. sixth
39. R. to Q. square
40. R. takes P.
41. R. takes R.
- Drawn game.

(a) Rather hazardous, as it involves the loss of a Pawn.

(b) Q. to Q. R. fifth would have been more trenchant.

(c) This exchange of Pawns is decidedly favourable to Black.

JAME BETWEEN MR. A. SIMONS AND AN AMATEUR; THE
FORMER GIVING THE Q. KT.

(Remove Black's Queen's Knight.)

BLACK. (MR. A. S.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. to K. Kt. third
10. K. to B. second
11. P. to Q. B. third
12. B. to K. Kt. fifth
13. B. to K. B. fourth
14. P. to Q. Kt. fourth
15. K. R. to K. square
16. P. to Q. Kt. fifth
17. K. B. takes P.
18. Q. to Q. R. fourth
19. B. to R. sixth (check)
20. Q. to Q. R. third
21. Q. R. to Q. Kt. square
22. Kt. to Kt. fourth (check)
23. Kt. to Q. fifth
24. Kt. takes Q. B. P.
25. B. takes Q. P.
26. Q. R. to Kt. fourth
27. R. takes Q. Kt. P.
28. B. to Q. B. fifth
29. Q. takes Kt. (check)
30. Q. takes Q. (check)
31. B. to Q. sixth
32. Q. to Q. R. sixth
33. Q. to Q. R. eighth (check)
34. Q. takes R. (check)
35. Q. takes K. B.

WHITE. (AMATEUR.)

1. P. to K. fourth
 2. P. takes P.
 3. P. to K. Kt. fourth
 4. P. to Kt. fifth
 5. P. to K. R. fourth
 6. Kt. to K. R. third
 7. P. to Q. third
 8. P. to K. B. sixth
 9. Q. to K. second
 10. K. B. to Kt. second
 11. Kt. to Q. B. third
 12. P. to K. B. third
 13. B. to Q. second
 14. P. to Q. R. third
 15. Castles (Q. R.)
 16. P. takes P.
 17. Kt. to Q. R. fourth
 18. P. to Q. Kt. third
 19. K. to Kt. square
 20. K. to R. second
 21. K. takes B.
 22. K. to R. second
 23. Q. to K. B. second
 24. Q. to Q. B. fifth
 25. Q. R. to Q. B. square
 26. Q. to Q. B. third
 27. Q. takes R.
 28. R. takes Kt.
 29. K. to Kt. second
 30. K. to Q. B. square
 31. Q. R. to Kt. second
 32. Q. B. to Kt. fourth
 33. K. to Q. second
 34. K. takes B.
- Resigns.

SOLUTION TO PROBLEM No. XLVIII.

WHITE.

1. B. to Q. B. second
2. B. to Q. B. seventh
3. B. to Q. eighth (check)
4. P. to K. R. fourth
5. Pawn or Bishop mates.

BLACK.

1. P. moves.
2. K. takes Kt.
3. K. to K. R. third
4. P. moves.

CHESS STUDY No. XCVIL., BY THE AUTHORS.

BLACK.



WHITE.

White having the move can only draw.

SOLUTION TO CHESS STUDY No. XCV.

WHITE.

1. P. to Q. fourth (a)
2. K. to Q. B. fifth
3. P. to Q. fifth
4. P. to Q. sixth (check)
5. K. to Q. fifth
6. K. to Q. B. sixth
7. P. to Q. seventh (check)

BLACK.

1. K. to Q. B. second
2. K. to Q. second
3. K. to Q. B. second
4. K. to Q. second
5. K. to Q. square
6. K. to B. square
7. K. to Q. square, and draws.

(a) White would win, if Pawn on Q. third stood on Q. second.
We shall give a diagram of it in our next number.

CHESS STUDY No. XCVIII.

(This position occurred in a game between Messrs. Simons and Szabo.)

BLACK.



WHITE.

White having the move draws the game.

SOLUTION TO CHESS STUDY No. XCVI.

WHITE.

1. P. to K. Kt. seventh
2. P. to K. R. sixth
3. R. to K. B. square (check)
4. K. to Q. B. seventh
5. R. takes B. (check)
6. P. to K. R. seventh
7. P. Queens
8. K. to Q. seventh
9. Q. to K. Kt. seventh, and wins.

BLACK.

1. R. to K. Kt. fourth
2. K. to K. B. third
3. B. to K. B. fourth
4. R. to K. Kt. seventh
5. K. takes R.
6. R. takes P.
7. R. to K. Kts. third
8. R. to K. third

MR. MONGREDIEN'S NEW GAMBIT.

We offer to our readers the opening moves of a new Gambit by Mr. Mongredien, involving a sacrifice of four Pawns, and leading to many interesting variations.

WHITE.

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. Kt. fourth
4. P. to K. B. fourth
5. Kt. to K. B. third
6. P. to Q. fourth
7. P. to K. Kt. third
8. Castles
9. K. to R. square

BLACK.

1. P. to K. fourth
2. B. to Q. B. fourth
3. B. takes Kt. P.
4. P. takes P.
5. B. to K. second
6. B. to R. fifth (check)
7. P. takes P.
8. P. takes P. (check)

In our next number we shall give the most important variations of this lively but certainly hazardous *début*.

GAME BETWEEN MR. S. S. BODEN AND ANOTHER AMATEUR;
THE FORMER GIVING THE QUEEN'S ROOK.

(Remove Black's Queen's Rook.)

BLACK. (MR. S. S. B.)

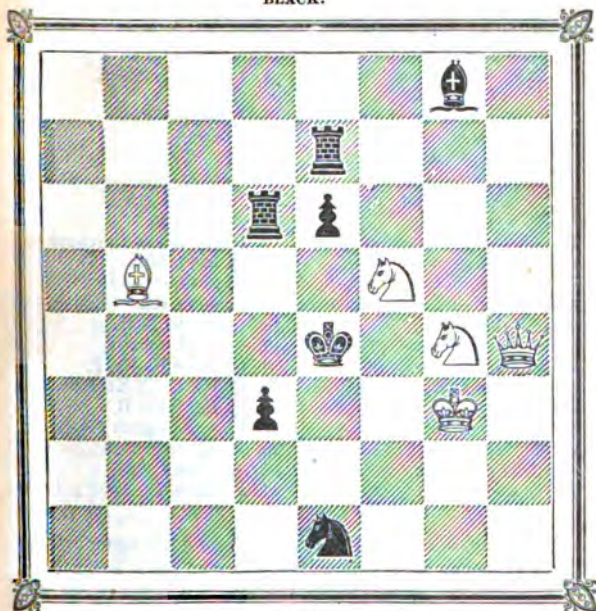
1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to B. fourth
4. K. to B. square
5. Kt. to Q. B. third
6. P. to K. Kt. third
7. K. to Kt. second
8. R. P. takes Kt. P.
9. K. B. to K. second
10. P. takes P.
11. Kt. to K. B. third
12. K. B. to Q. Kt. fifth (check)
13. K. Kt. to Q. fourth
14. R. to K. square
15. R. to K. eighth (check)
16. R. takes K. B.
17. Q. to K. B. third
18. P. to Q. third
19. R. to K. eighth
20. Q. B. to K. B. fourth (ch.)
21. Q. retakes P. (check)
22. R. to Q. B. eighth (check)
23. Q. takes Q.
24. Q. to K. B. eighth (check)
25. Q. takes B. (check)
26. Kt. takes Q. P. (check)
27. Q. to K. Kt. seventh

WHITE. (MR. B—W.)

1. P. to K. fourth
2. P. takes P.
3. Q. to R. fifth (check)
4. P. to K. Kt. fourth
5. P. to Q. B. third
6. P. takes P.
7. P. to Q. fourth
8. Q. to K. Kt. fifth
9. Q. to K. third
10. P. takes P.
11. P. to K. B. third
12. K. to Q. square
13. Q. to K. fourth
14. Q. takes Kt.
15. K. to Q. B. second
16. P. to Q. R. third
17. Q. B. to K. third
18. Q. to Q. B. fourth
19. Q. B. to K. B. second
20. P. takes Q. B.
21. Q. to Q. third
22. K. takes R.
23. P. takes B.
24. K. to B. second
25. Q. Kt. to Q. second
26. K. to Q. square
- White resigns.

ENIGMA No. XLVIII., BY MR. HENRY TURTON.

BLACK.



WHITE.

White to move and mate in four moves.

SOLUTION TO ENIGMA No. XLVII.

WHITE.

BLACK.

1. Q. takes Kt.

| 1. Any move.

White mates next move.

GAME BETWEEN MR. BENDELACK AND MR. J. WATKINSON :
K. KT.'S DEFENCE IN K. B.'S OPENING.

WHITE. (MR. B.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to B. third
4. P. to K. R. third
5. P. to Q. R. fourth
6. K. Kt. to B. third
7. P. takes P.
8. B. to Q. R. second
9. Kt. to K. R. second
10. Kt. to K. second
11. P. takes P. (a)
12. Kt. to K. Kt. third
13. K. to B. square
14. Q. to K. B. third
15. Kt. to K. Kt. fourth
16. P. takes B.
17. P. to K. Kt. fifth (b)
18. K. to Kt. square
19. Q. takes Q. P.
20. Q. to Q. Kt. third
21. Q. takes Kt.
22. Kt. interposes
23. P. to Q. fourth
24. B. takes Q.

BLACK. (MR. J. W.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. Castles
6. P. to Q. fourth
7. P. takes P.
8. P. to K. fifth
9. P. to Q. fifth
10. P. to Q. sixth
11. P. takes P.
12. R. to K. square (check)
13. Q. to Q. fifth
14. B. to Q. second
15. B. takes Kt.
16. Q. Kt. to B. third
17. Q. to K. fourth
18. Q. takes K. Kt. P.
19. Q. Kt. to Q. Kt. fifth
20. Q. Kt. takes B.
21. R. to K. eighth (check)
22. K. Kt. to Kt. fifth
23. B. takes Q. P.
24. B. takes K. B. P., check-mate.

(a) Kt. to K. Kt. third would have been much better play.

(b) Better to have played Kt. to K. B. fifth; and if Black replied with Q. to K. fourth, then Kt. to K. third would have been comparatively safe.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the **CHESS PLAYER**, 13, Carey-street, Lincoln's-inn-fields.

Messrs. Valentine, Green and Watkinson are thanked for their contributions.

MR. ROBINSON.—Suicidal Problems are less interesting than the regular mates; but we shall be happy to hear from you again.

W.—We are not aware of any definite arrangements for carrying into effect the proposed match between London and Paris by means of the Electric Telegraph.

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THE
CHESS PLAYER.

EDITED BY

Kling and Horwitz.

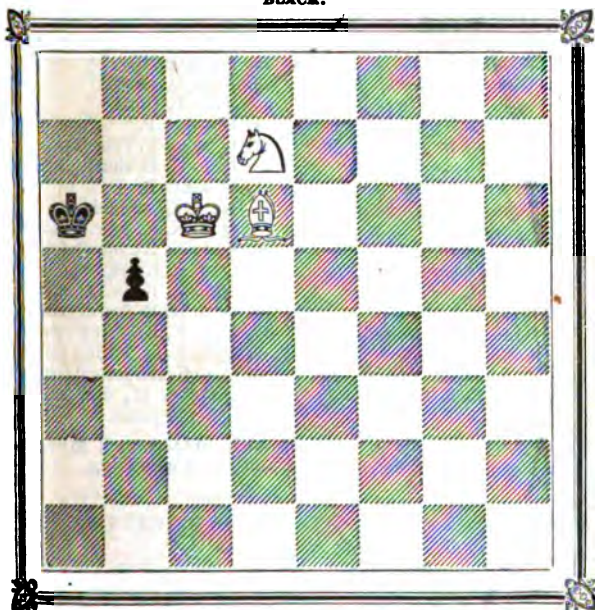
Vol. II.—No. 50.

JUNE 30, 1852.

Price 2d.

PROBLEM No. L., BY MR. SHAW.

BLACK.



WHITE.

White to mate in six moves.

ONE OF THE DEFENCES TO THE MONGREDIEN GAMBIT.

WHITE.

1. P. to K. fourth
2. B. to Q. B. fourth
3. P. to Q. Kt. fourth
4. P. to K. B. fourth
5. Kt. to K. B. third
6. P. to Q. fourth
7. P. to K. Kt. third
8. Castles
9. K. to R. square
10. Kt. to K. fifth
11. Q. to K. R. fifth (check)
12. Kt. takes Kt. P.
13. Q. takes B.
14. B. to K. Kt. fifth
15. B. takes Q. P.
16. Q. B. takes P.
17. R. takes R.
18. K. takes Q.
19. Q. to K. R. fifth (check)
20. Q. takes P. (check)
21. P. takes Kt. (check)
22. Q. takes B.
23. K. to B. square
24. K. to K. second
25. Q. to K. eighth (check)
26. Q. takes R.
27. K. to Q. second
28. K. to Q. square
29. K. to K. second (a)
30. K. to B. square
31. K. to K. Kt. second
32. K. to K. R. square
33. K. to K. Kt. second
34. K. to K. B. third

BLACK.

1. P. to K. fourth
2. B. to Q. B. fourth
3. B. takes Kt. P.
4. P. takes P.
5. B. to K. second
6. B. to K. R. fifth (check)
7. P. takes P.
8. P. takes P. (check)
9. P. to K. B. fourth
10. P. to Q. fourth
11. P. to Kt. third
12. Kt. to K. B. third
13. R. to Kt. square
14. R. takes Kt.
15. P. to K. R. third
16. R. to K. Kt. eighth (check)
17. P. takes R. (Queens) (ch.)
18. Kt. takes B.
19. K. to Q. second
20. K. to B. third
21. Q. takes P.
22. Q. takes P. (check)
23. Q. to K. B. third (check)
24. Q. takes B.
25. Kt. to Q. second
26. Q. to K. R. fourth (check)
27. Q. to K. Kt. fourth (check)
28. Q. to K. Kt. eighth (check)
29. Q. to K. Kt. fifth (check)
30. Q. to K. B. fourth (check)
31. Q. to K. Kt. third (check)
32. Q. to K. R. second (check)
33. Q. to K. Kt. second (check)
34. Q. takes R., and has the better game.

(a) White ought to have played K. to Q. second, giving up Rook at once, and defending Kt. and Pawn with King.

THE SEVENTEENTH AND LAST GAME BETWEEN MR. WILLIAMS AND MR. HORWITZ.

WHITE. (MR. W.)

1. P. to Q. fourth
2. P. to Q. B. fourth
3. P. to K. third
4. Kt. to Q. B. third

BLACK. (MR. H.)

1. P. to K. B. fourth
2. Kt. to K. B. third
3. P. to K. third
4. B. to K. second

WHITE. (MR. W.)

5. Kt. to K. B. third
6. B. to Q. third
7. Castles
8. P. to Q. R. third
9. Kt. to K. Kt. fifth
10. P. to K. B. fourth
11. Kt. to K. B. third
12. Q. to Q. B. second
13. P. to Q. fifth
14. P. to K. fourth
15. K. P. takes Q. P.
16. Kt. to K. second
17. B. to Q. second
18. Kt. to K. Kt. third
19. Q. R. to K. square
20. B. to Q. B. third
21. P. to Q. Kt. third
22. Kt. to K. R. fifth
23. Q. takes B.
24. Kt. to K. Kt. third (b)
25. Kt. to K. R. fourth
26. Kt. to K. Kt. sixth (check)
27. P. to K. R. third
28. Kt. takes R.
29. Kt. takes P.
30. B. takes B.
31. P. takes Kt.
32. Q. to K. third
33. P. to Q. R. fourth
34. R. to K. B. third
35. P. to K. B. fifth
36. Q. to K. seventh
37. R. takes Q.
38. R. to Q. Kt. seventh
39. R. to K. Kt. third
40. R. takes Q. Kt. P.
41. R. to K. B. third
42. P. to K. Kt. fourth
43. K. to B. second
44. P. takes P.
45. B. to Q. Kt. seventh
46. P. to K. Kt. fifth

BLACK. (MR. H.)

5. Castles
 6. P. to Q. Kt. third
 7. B. to Q. Kt. second
 8. P. to Q. third
 9. Q. to Q. second
 10. P. to K. R. third
 11. P. to Q. B. fourth
 12. Kt. to Q. R. third
 13. Kt. to K. R. second
 14. K. P. takes P.
 15. Kt. to Q. B. second
 16. K. to K. R. square
 17. R. to B. second
 18. Q. R. to K. B. square
 19. B. to Q. B. square
 20. Q. to Q. square
 21. B. to K. B. third
 22. B. takes B.
 23. Kt. to K. B. third (a)
 24. B. to Q. second (c)
 25. Kt. to K. Kt. fifth (d)
 26. K. to Kt. square
 27. Kt. to K. B. third
 28. Q. takes Kt.
 29. B. takes Kt.
 30. K. Kt. takes Q. P.
 31. R. takes B.
 32. R. takes Q. P.
 33. R. to Q. fifth
 34. P. to Q. R. fourth
 35. Q. to K. B. third
 36. Q. takes Q.
 37. Kt. to Q. fourth
 38. K. to B. square
 39. Kt. to K. second
 40. K. to B. second
 41. K. to B. third
 42. P. to K. B. fourth
 43. P. takes P.
 44. K. to Kt. fourth
 45. K. to B. third
- Resigns.

And thus Mr. Williams won the match.

(a) Carelessly played.

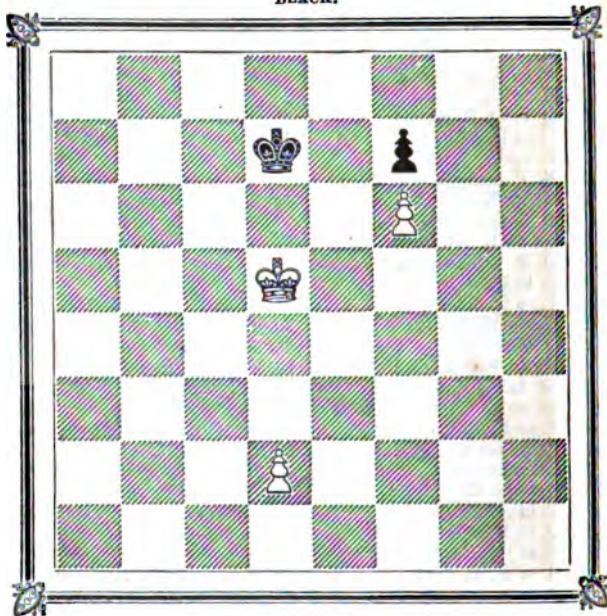
(b) A very good reply.

(c) P. to K. Kt. third would have been better.

(d) Throwing away the game at once.

CHESS STUDY No. XCIX., BY THE AUTHORS.

BLACK.



WHITE.

White wins.

SOLUTION TO CHESS STUDY No. XCVII.

WHITE.

1. B. to K. B. second
2. R. to Q. Kt. square
3. B. takes Q.

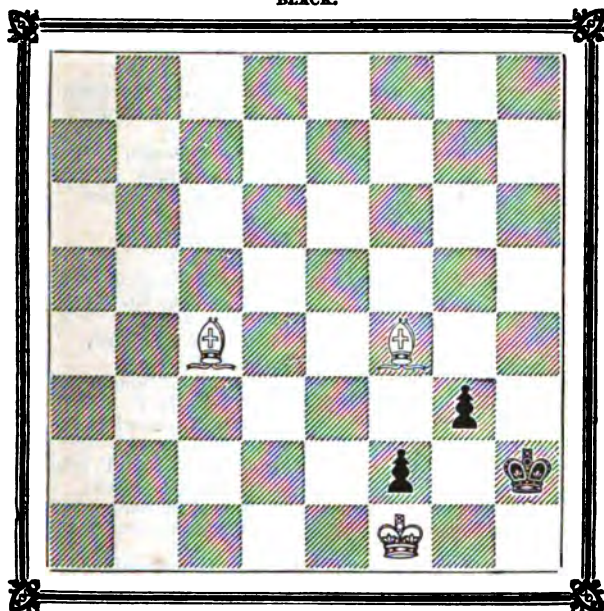
BLACK.

1. B. to Q. B. eighth (best)
2. P. Queens
3. P. to K. B. seventh

And draws.

CHESS STUDY No. C., BY THE AUTHORS.

BLACK.



WHITE.

White can only draw.

SOLUTION TO CHESS STUDY No. XCVIII.

WHITE.

1. R. to K. Kts. seventh
2. K. to Kts. second
3. Kt. to Kt. third (check), and draws.

BLACK.

1. P. Queens (check)
2. Q. takes B. (best)

GAME BETWEEN MR. PARRATT AND MR. J. WATKINSON; THE
FORMER GIVING THE ODDS OF Q. KT: GIUOCO PIANO.

(Remove Black's Queen's Knight.)

BLACK. (MR. P.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to B. Q. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. P. to K. fifth
7. P. takes Kt. (a)
8. P. takes Kt. P.
9. Q. B. P. takes P.
10. Kt. takes Kt.
11. Castles
12. Q. to Q. R. fourth (check)
13. Q. takes Q. B. P.
14. Q. B. to K. third
15. P. takes B.
16. Q. to K. fourth (check)
17. P. to K. Kt. third
18. Q. to K. B. fourth
19. Q. takes Q. B. P.
20. Q. to Q. Kt. eighth (check)
21. Q. takes Q. R. P.
22. P. takes Q.
23. K. to R. square
24. R. interposes.

WHITE. (MR. J. W.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. K. Kt. to B. third
5. P. takes P.
6. P. to Q. fourth
7. P. takes B.
8. R. to K. Kt. square
9. Kt. takes P.
10. B. takes Kt.
11. R. takes P.
12. Q. B. to Q. second
13. K. B. to Q. Kt. third
14. B. takes B.
15. Q. to K. Kt. fourth
16. K. to B. square
17. Q. R. to K. square
18. R. takes K. P.
19. R. to K. seventh (b)
20. K. to K. second
21. Q. takes K. Kt. P. (check)
22. R. takes P. (check)
23. B. to Q. B. third (check)
24. B. takes R., checkmate.

(a) B. to Q. Kt. fifth is the usual move at this point.

(b) If Black plays,

- | | |
|-----------------------------|---------------------------------|
| 20. Q. takes B., then White | 20. Q. to K. sixth (check) |
| 21. K. to R. square | 21. R. takes K. R. P. (check) |
| 22. K. takes R. | 22. Q. takes K. Kt. P. (check) |
| 23. K. to R. square | 23. Q. to K. Kt. seventh, mate. |

SOLUTION TO PROBLEM No. XLIX.

WHITE.

1. B. to K. Kt. sixth
2. B. to Q. sixth
3. K. to Q. square
4. B. to Q. Kt. square
5. K. to Q. B. second
6. K. to Q. B. third, mate.

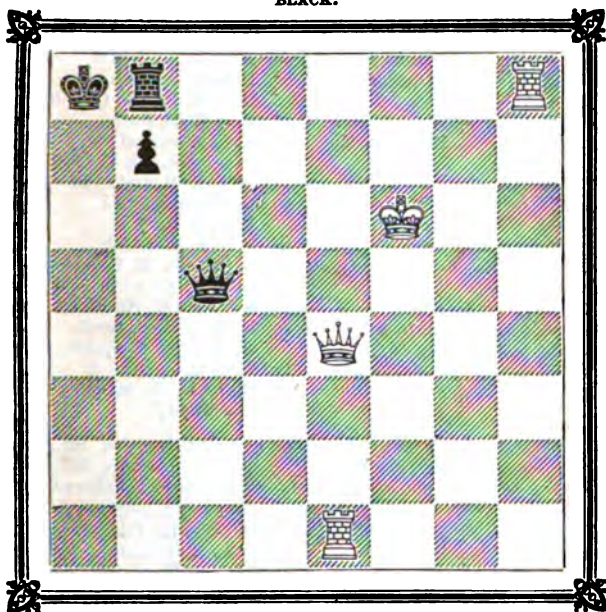
BLACK.

1. P. to K. fifth (best)
2. P. to K. sixth (check)
3. P. to R. fourth
4. P. moves.
5. K. to his fifth square

ENIGMA No. XLIX.

(From the Berlin "Schachzeitung.")

BLACK.



WHITE.

White playing first to mate in three moves.

SOLUTION TO ENIGMA No. XLVIII.

WHITE.

1. B. to Q. B. sixth (check) (a)
2. Q. to K. B. sixth
3. Q. takes R. (check)
4. Q. to Q. Kt. fourth, mate.

BLACK.

1. R. covers (best)
2. P. takes Kt.
3. K. moves or B. covers.

(a) This fine Problem must interest every good chess-player, as it consists of great beauty, and is composed with simplicity.

GAME BETWEEN MR. MARSDEN AND MR. J. WATKINSON:
COCHRANE GAMBIT.

WHITE. (MR. M.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to B. third
4. K. B. to Q. B. fourth
5. Kt. to K. fifth
6. K. to B. square
7. B. takes K. B. P. (check)
8. B. to Q. B. fourth
9. K. takes P.
10. K. to Kt. square
11. Q. Kt. to B. third
12. K. Kt. to Q. third
13. Kt. to K. B. fourth
14. R. takes P.
15. Kt. interposes
16. R. to K. R. fourth
17. Q. to K. B. square
18. Q. Kt. to Q. fifth (check)
19. Q. to K. square

BLACK. (MR. J. W.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to K. R. fifth (check)
6. P. to K. B. sixth
7. K. to K. second
8. P. takes K. Kt. P. (check)
9. Q. to K. B. sixth (check)
10. K. Kt. to B. third
11. P. to Q. third
12. P. to K. Kt. sixth
13. P. takes K. R. P. (check)
14. Q. to K. Kt. sixth (check)
15. K. Kt. to K. Kt. fifth
16. K. B. to K. R. third
17. K. R. to K. B. square
18. K. to Q. square
19. R. to K. B. seventh, and wins (a)

(a) For suppose White to play at move 20, R. takes Kt., his only move (for 20. K. B. to B. square is obviously bad, on account of Black playing 20. R. takes Kt. (check), followed by taking the White Queen next move), then Black plays,

20.

21. K. to B. square

20. R. takes Kt. (check)

21. Q. to K. B. sixth (ch.), or

21. R. to K. Kt. eighth (check)

either way mating next move.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 13, Carey-street, Lincoln's-inn-fields.

Mr. Roll and Mr. Slaney of Cork are informed that their problems shall shortly appear.

M. B. is thanked for his contributions; and, in reply to his inquiry as to Kling's Chess Rooms, 458, New Oxford-street, is informed that, should he attend the above place, he will have an opportunity of practising with first-rate masters.

LONDON:

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THE
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EDITED BY
Kling and Horwitz.

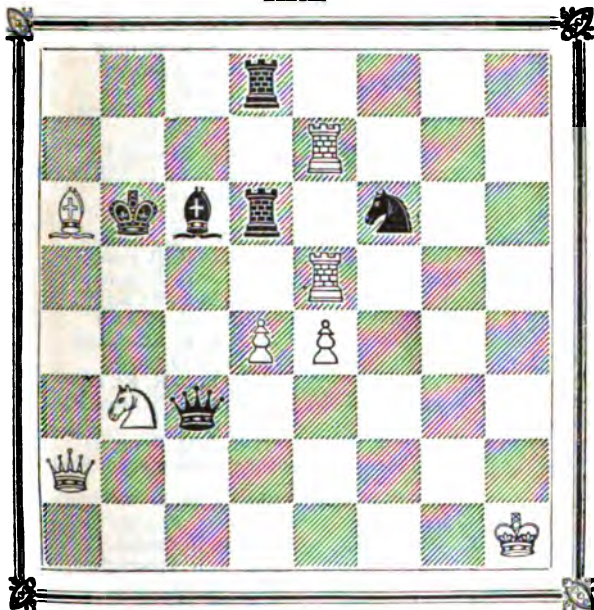
Vol. II.—No. 51.

JULY 3, 1852.

Price 2d.

PROBLEM No. LI., BY MR. GRIMSHAW.

BLACK.



WHITE.

White playing first to mate in four moves.

GAME BETWEEN MR. GREENAWAY AND MR. HORWITZ.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to K. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. takes P.
10. B. to K. B. fourth
11. K. to Q. second
12. Q. takes P.
13. Q. to K. third
14. Kt. to Q. B. third
15. B. to Q. Kt. fifth
16. B. takes Kt. (check)
17. Q. R. to K. Kt. square
18. B. to K. Kt. fifth
19. B. to R. fourth
20. Kt. to K. B. fourth
21. Kt. takes R. P.
22. R. takes B.
23. R. takes B. (check)
24. B. takes P.
25. K. to Q. B. square
26. B. takes Q.
27. P. to Q. Kt. third
28. B. to B. sixth
29. P. to K. fifth
30. Kt. to K. B. fourth
31. Q. Kt. to K. second
32. Kt. to K. sixth
33. Q. Kt. to B. fourth
34. R. to K. R. seventh
35. R. to K. R. eighth (check)
36. P. takes P.
37. R. to K. R. seventh

WHITE. (MR. G.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to K. third
8. P. to K. B. sixth
9. B. to K. second
10. B. takes P. (check)
11. P. takes P.
12. B. to K. Kt. fifth
13. B. to K. B. third
14. Kt. to Q. B. third
15. P. to Q. R. third
16. P. takes B.
17. B. to K. Kt. second
18. P. to K. B. third
19. K. to Q. second
20. R. to K. square
21. Kt. to K. B. fourth
22. Kt. takes Q.
23. R. to K. second
24. Kt. to Q. B. fifth (check)
25. R. takes R.
26. R. to K. Kt. third
27. Kt. to Q. Kt. third
28. R. to K. B. square
29. K. to Q. B. square
30. R. to K. Kt. sixth
31. R. to K. B. sixth
32. R. to K. Kt. square
33. Kt. to Q. second
34. Q. R. to K. Kt. fifth
35. K. to Q. Kt. second
36. P. takes P.
37. K. to Q. B. square

Owing to the lateness of the hour, the game was not finished.

SOLUTION TO PROBLEM No. I.

WHITE.

1. B. to Q. Kt. fourth
2. B. to Q. B. fifth (check)
3. K. to Q. Kt. sixth
4. K. to Q. R. sixth
5. Kt. to Q. Kt. seventh (check)
6. B. mates.

BLACK.

1. K. to R. second
2. K. to R. square (best)
3. Pawn one.
4. Pawn one.
5. K. moves.

GAME BETWEEN MR. WILLIAMS AND MR. MONGREDIEN.

WHITE (MR. W.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Q. to K. second
4. P. to Q. B. third
5. P. to Q. third
6. P. to K. B. fourth
7. R. takes B.
8. B. to Q. Kt. third
9. P. takes Kt.
10. B. takes P.
11. P. to K. R. third
12. Kt. to Q. second
13. P. to Q. fourth
14. Castles
15. P. to K. fifth
16. P. to K. Kt. fourth (b)
17. P. to Q. Kt. fourth
18. B. to K. third
19. B. takes Kt.
20. K. R. to B. square
21. R. to K. B. sixth
22. P. to K. Kt. fifth
23. P. takes P.
24. P. to Kt. third
25. P. to Kt. fourth
26. K. to Kt. square
27. B. to K. square
28. K. to R. second
29. R. to Q. B. square
30. R. takes P.
31. P. to B. fourth
32. P. takes P.
33. R. takes R. (check)
34. Q. to B. fourth (check)
35. P. to K. sixth
36. B. to Kt. third (check)
37. P. takes P.
38. P. to K. sixth (check)
39. P. takes B.
40. P. Queens (check), and wins.

BLACK. (MR. M.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Kt. to Q. B. third
4. P. to Q. third
5. Kt. to K. B. third
6. B. takes Kt. (a)
7. Kt. to Q. R. fourth
8. Kt. takes B.
9. P. takes P.
10. Q. to K. second
11. B. to K. third
12. P. to Q. R. third
13. P. to Q. B. third
14. P. to Q. fourth
15. Kt. to K. fifth
16. Castles (Q. R.)
17. P. to K. Kt. fourth
18. Kt. takes Kt.
19. P. to K. R. third
20. Q. to B. second
21. P. to K. R. fourth
22. Q. to Kt. third
23. Q. takes P.
24. P. to R. fifth
25. P. to R. sixth
26. Q. to R. fifth
27. K. to B. second
28. R. to Q. R. square
29. K. R. to K. B. square
30. B. to Q. second
31. K. to Q. square
32. H. to B. square
33. K. takes R.
34. K. to Kt. square
35. P. takes P.
36. P. to K. fourth
37. R. to B. square (c)
38. K. to R. square
39. R. takes Q.

(a) Instead of taking K. Kt., we should have preferred B. to K. Kt. fifth.

(b) Exchanging Kt. and afterwards pushing P. to Q. B. fourth seems more attacking.

(c) Black might have drawn the game by playing R. to K. B. sixth.

GAME BETWEEN MR. GREENAWAY AND MR. HORWITZ.

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to K. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. takes P.
10. B. to K. B. fourth
11. K. to Q. second
12. Q. takes P.
13. Q. to K. third
14. Kt. to Q. B. third
15. B. to Q. Kt. fifth
16. B. takes Kt. (check)
17. Q. R. to K. Kt. square
18. B. to K. Kt. fifth
19. B. to R. fourth
20. Kt. to K. B. fourth
21. Kt. takes R. P.
22. R. takes B.
23. R. takes B. (check)
24. B. takes P.
25. K. to Q. B. square
26. B. takes Q.
27. P. to Q. Kt. third
28. B. to B. sixth
29. P. to K. fifth
30. Kt. to K. B. fourth
31. Q. Kt. to K. second
32. Kt. to K. sixth
33. Q. Kt. to B. fourth
34. R. to K. R. seventh
35. R. to K. R. eighth (check)
36. P. takes P.
37. R. to K. R. seventh

WHITE. (MR. G.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to K. third
8. P. to K. B. sixth
9. B. to K. second
10. B. takes P. (check)
11. P. takes P.
12. B. to K. Kt. fifth
13. B. to K. B. third
14. Kt. to Q. B. third
15. P. to Q. R. third
16. P. takes B.
17. B. to K. Kt. second
18. P. to K. B. third
19. K. to Q. second
20. R. to K. square
21. Kt. to K. B. fourth
22. Kt. takes Q.
23. R. to K. second
24. Kt. to Q. B. fifth (check)
25. R. takes R.
26. R. to K. Kt. third
27. Kt. to Q. Kt. third
28. R. to K. B. square
29. K. to Q. B. square
30. R. to K. Kt. sixth
31. R. to K. B. sixth
32. R. to K. Kt. square
33. Kt. to Q. second
34. Q. R. to K. Kt. fifth
35. K. to Q. Kt. second
36. P. takes P.
37. K. to Q. B. square

Owing to the lateness of the hour, the game was not finished.

SOLUTION TO PROBLEM No. I.

WHITE.

1. B. to Q. Kt. fourth
2. B. to Q. B. fifth (check)
3. K. to Q. Kt. sixth
4. K. to Q. R. sixth
5. Kt. to Q. Kt. seventh (check)
6. B. mates.

BLACK.

1. K. to R. second
2. K. to R. square (best)
3. Pawn one.
4. Pawn one.
5. K. moves.

GAME BETWEEN MR. WILLIAMS AND MR. MONGREDIEN.

WHITE. (MR. W.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Q. to K. second
4. P. to Q. B. third
5. P. to Q. third
6. P. to K. B. fourth
7. R. takes B.
8. B. to Q. Kt. third
9. P. takes Kt.
10. B. takes P.
11. P. to K. R. third
12. Kt. to Q. second
13. P. to Q. fourth
14. Castles
15. P. to K. fifth
16. P. to K. Kt. fourth (b)
17. P. to Q. Kt. fourth
18. B. to K. third
19. B. takes Kt.
20. K. R. to B. square
21. R. to K. B. sixth
22. P. to K. Kt. fifth
23. P. takes P.
24. P. to Kt. third
25. P. to Kt. fourth
26. K. to Kt. square
27. B. to K. square
28. K. to R. second
29. R. to Q. B. square
30. R. takes P.
31. P. to B. fourth
32. P. takes P.
33. R. takes R. (check)
34. Q. to B. fourth (check)
35. P. to K. sixth
36. B. to Kt. third (check)
37. P. takes P.
38. P. to K. sixth (check)
39. P. takes B.
40. P. Queens (check), and wins.

BLACK. (MR. M.)

1. P. to K. fourth
2. B. to Q. B. fourth
3. Kt. to Q. B. third
4. P. to Q. third
5. Kt. to K. B. third
6. B. takes Kt. (a)
7. Kt. to Q. R. fourth
8. Kt. takes B.
9. P. takes P.
10. Q. to K. second
11. B. to K. third
12. P. to Q. R. third
13. P. to Q. B. third
14. P. to Q. fourth
15. Kt. to K. fifth
16. Castles (Q. R.)
17. P. to K. Kt. fourth
18. Kt. takes Kt.
19. P. to K. R. third
20. Q. to B. second
21. P. to K. R. fourth
22. Q. to Kt. third
23. Q. takes P.
24. P. to R. fifth
25. P. to R. sixth
26. Q. to R. fifth
27. K. to B. second
28. R. to Q. R. square
29. K. R. to K. B. square
30. B. to Q. second
31. K. to Q. square
32. R. to B. square
33. K. takes R.
34. K. to Kt. square
35. P. takes P.
36. P. to K. fourth
37. R. to B. square (c)
38. K. to R. square
39. R. takes Q.

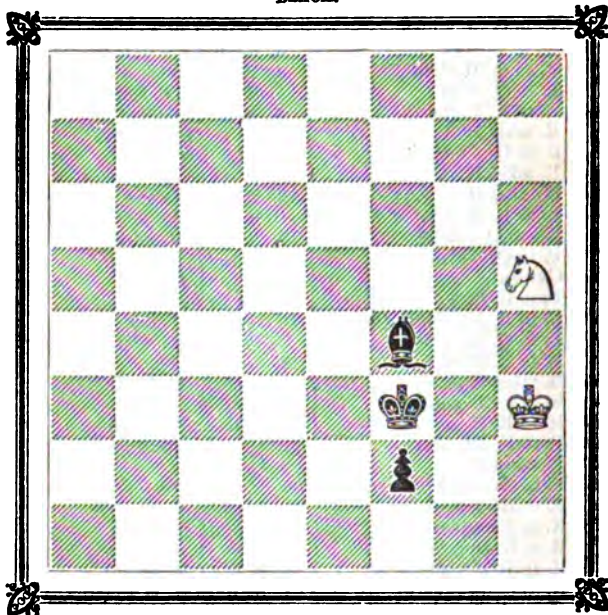
(a) Instead of taking K. Kt., we should have preferred B. to K. Kt. fifth.

(b) Exchanging Kt. and afterwards pushing P. to Q. B. fourth seems more attacking.

(c) Black might have drawn the game by playing R. to K. B. sixth.

CHESS STUDY No. CI., BY THE AUTHORS.

BLACK.



WHITE.

White, with the move, can draw.

SOLUTION TO CHESS STUDY No. XCIX.

WHITE.

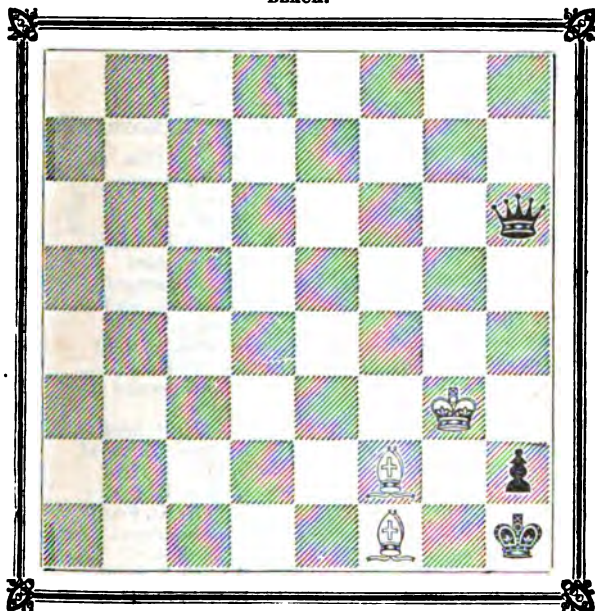
1. K. to K. fifth
2. K. to K. B. fifth
3. K. to K. Kt. fifth
4. P. to Q. fourth
5. K. to K. R. third, and wins.

BLACK.

1. K. to Q. B. third
2. K. to K. fourth
3. K. to K. third or (A)
4. K. to Q. fourth

CHESS STUDY No. CII., BY THE AUTHORS.

BLACK.



WHITE.

Black having the move wins.

VARIATION A.

WHITE.

- 3.
4. P. to Q. third
5. K. to K. R. third
6. K. to K. Kt. sixth
7. P. to Q. fourth, and wins.

BLACK.

3. K. to K. fourth
4. K. to Q. third (a)
5. K. to K. fourth
6. K. to K. third

(a) Were Black to play K. to K. third, White would push Pawn one square, and win as before.

SOLUTION TO CHESS STUDY No. C.

WHITE.

1. B. to Q. fifth
2. B. to K. fourth
3. B. to K. B. fifth
4. B. to K. R. third
5. B. to K. Kt. second, and can only draw.

BLACK.

1. K. to R. sixth
2. K. to R. seventh
3. K. to R. eighth
4. K. to R. seventh

GAME BETWEEN MR. WILLIAMS AND MR. MONGREDIEN.

WHITE. (MR. W.)

1. P. to K. fourth
2. Kt. to K. B. third
3. P. to Q. fourth
4. Kt. takes P.
5. Kt. to K. B. third
6. B. to Q. Kts. fifth (check)
7. Castles
8. B. takes Kt.
9. Kt. to Q. B. third
10. Kt. to Q. fifth (a)
11. P. takes B.
12. P. to Q. B. fourth
13. R. to K. square
14. Q. to Q. third
15. P. to Q. Kt. third
16. R. to Q. Kt. square
17. B. to B. fourth
18. B. to K. Kt. third
19. R. takes R.
20. R. to K. square
21. P. to K. R. third
22. Q. to K. second
23. B. to K. fifth
24. B. to R. square
25. P. takes P.
26. Kt. to Q. second
27. P. to K. B. fourth
28. Kt. takes P.
29. K. to R. square
30. Q. to K. fourth
31. Q. to K. sixth (check) (c)
32. P. takes R. (check)
33. P. takes Q.
34. Kt. takes Kt., and wins.

BLACK. (MR. M.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. P. to Q. B. fourth
5. B. to K. third
6. Kt. to Q. second
7. P. to Q. R. third
8. Q. takes B.
9. Kt. to K. B. third
10. B. takes Kt.
11. B. to K. second
12. Castles
13. P. to K. R. third
14. Kt. to K. R. second
15. B. to K. B. third
16. Q. R. to K. square
17. P. to K. Kt. fourth
18. R. to K. second
19. B. takes R.
20. P. to K. B. fourth
21. R. to B. third
22. K. to B. second
23. R. to Kt. third (b)
24. P. to K. Kt. fifth
25. P. takes P.
26. Kt. to Kt. fourth
27. P. takes P. (*en passant*)
28. Kt. to K. R. sixth (check)
29. Kt. to B. fifth
30. Kt. takes Kt. P.
31. R. takes Q.
32. K. to B. square
33. Kt. takes R.

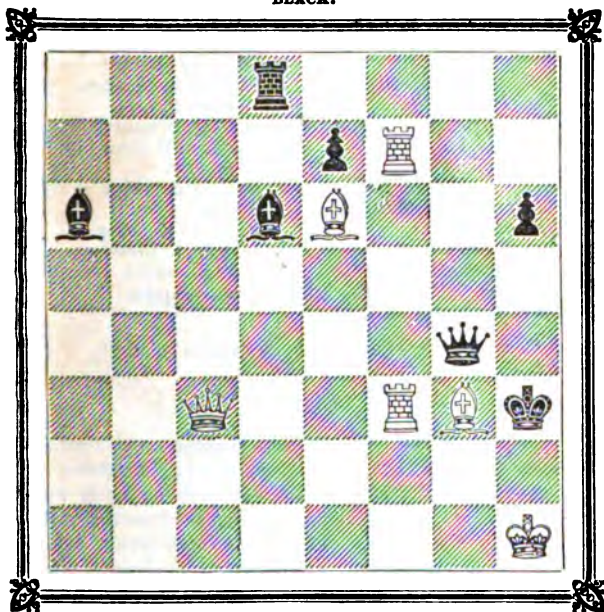
(a) A fine move (in order to bring Q. B. P. into play).

(b) Why not take Bishop?

(c) First-rate play.

ENIGMA No. L., BY HERR KLING.

BLACK.



WHITE.

White mates in two moves.

SOLUTION TO ENIGMA No. XLIX.

WHITE.

1. R. to Q. R. square (check)
2. Q. to K. R. square
3. Q. or R. mates.

BLACK.

1. Q. to Q. R. second
2. Any move.

GAME BETWEEN MR. J. WATKINSON AND MR. BENDELACK:
EVANS' GAMBIT.

BLACK. (MR. J. W.)

1. P. to K. fourth
2. K. Kt. to B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. K. Kt. to K. Kt. fifth
10. P. to K. fifth
11. Q. to K. R. fifth
12. Kt. takes K. B. P.
13. Kt. takes R. P. (disc. check)
14. Kt. to K. Kt. eighth, mate.

WHITE. (MR. B.)

1. P. to K. fourth
2. Q. Kt. to B. third
3. K. B. to Q. B. fourth
4. B. takes P.
5. B. to Q. B. fourth
6. K. Kt. to B. third (a)
7. P. takes P.
8. B. to Q. Kt. third
9. Castles
10. K. Kt. to K. square
11. P. to K. R. third
12. Q. to K. second
13. K. to R. square

(a) P. to Q. third is the correct move at this point.

The *Breslau Gazette* has published a challenge, authorised by the Concordia Chess Club of that town, of which the following is a translation:—"The Club challenges any player to play eleven games for a stake of 100 ducats, with the President of the Club, the money to be staked in the care of Mr. Eichhorn, banker. All further information can be obtained by application being made to the Secretary, Mr. Eliason."

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 13, Carey-street, Lincoln's-inn-fields.

R. M.—A treble check does not exist in chess.

M. L.—You may meet Mr. Horwitz every evening at Kling's Chess Rooms, 458, New Oxford-street.

TRAVELLER.—Mr. Harwitz is again in London.

MR. SHAW.—You are right as to the Pawn *en passant*.

LONDON:

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CHESS PLAYER.

EDITED BY

Kling and Horwitz.

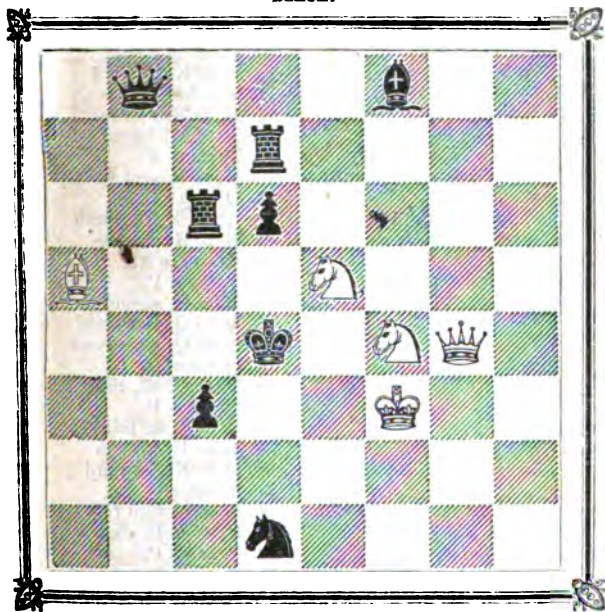
Vol. III.—No. 52.

JULY 10, 1852.

Price 2d.

PROBLEM No. LII., BY MR. BRIDPORT.

BLACK.



WHITE.

White to move, and mate in four moves.

GAME BETWEEN MR. BUCKLE AND MR. A. SIMONS; THE
FORMER GIVING K. B. P. AND MOVE.

(Remove Black's K. B. P.)

WHITE. (MR. A. S.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. fifth
4. P. to Q. B. third
5. Kt. to K. B. third
6. B. to Q. third
7. Castles
8. Kt. to Q. R. third
9. Kt. to Q. B. second
10. B. to K. second
11. P. to Q. Kt. third
12. P. takes P.
13. B. to Q. R. third
14. B. to Q. sixth
15. Q. R. to Kt. square
16. Q. Kt. to K. third
17. P. takes B.
18. Kt. to R. fourth
19. B. to K. R. fifth (a)
20. B. to B. seventh (check)
21. B. takes R.
22. Q. to K. B. third
23. B. to Q. B. fifth
24. R. takes R.
25. P. to K. fourth
26. Q. takes P.
27. P. to Q. fifth
28. B. to Q. R. seventh
29. B. takes Kt.
30. P. takes K. P.
31. K. to R. square
32. R. to Q. Kt. square
33. R. to Kt. eighth (check)
34. Q. to Kt. fourth (check)
35. Q. takes Q.
36. R. to Kt. sixth
37. R. takes R. P.
38. K. to Kt. square
39. R. to R. seventh (check)
40. P. to Q. R. fourth
41. R. to Q. B. seventh
42. P. to K. sixth
43. P. to Q. R. fifth

BLACK. (MR. B.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. Kt. to Q. B. third
5. Q. to Q. B. second
6. K. Kt. to K. second
7. P. to K. Kt. third
8. P. to Q. R. third
9. P. to Q. B. fifth
10. B. to Kt. second
11. P. to Q. Kt. fourth
12. Kt. P. takes P.
13. Castles
14. Q. to Q. square
15. B. to K. R. third
16. B. takes Kt.
17. R. to K. square
18. P. to Kt. fourth
19. P. takes Kt.
20. K. to R. square
21. Q. takes K. B.
22. Kt. to K. B. fourth
23. R. to Kt. square
24. Kt. takes R.
25. P. takes P.
26. B. to Q. second
27. Q. to Q. B. square
28. Q. to Q. Kt. second
29. Q. takes B.
30. Q. to Q. Kt. third (check)
31. Q. takes P.
32. B. to Q. B. third
33. K. to Kt. second
34. Q. to K. Kt. third
35. P. takes Q.
36. B. to K. fifth (b)
37. P. to K. R. sixth
38. P. takes P.
39. K. to B. square
40. Kt. to K. second
41. Kt. to Q. B. third
42. B. to Q. fourth
43. Kt. to K. fourth

WHITE. (MR. A. S.)

44. R. to Q. B. fifth
45. K. takes P.
46. R. takes B., and wins.

BLACK. (MR. B.)

44. Kt. to B. sixth (check)
45. Kt. to K. fourth (disc. ch.)

(a) A rash sacrifice; but retreating the Kt. would have lost a Pawn, and broken up White's position.

(b) B. to Q. Kt. fourth would have been safer play. The passed Q. R. P. won the game for White; but the latter part of the game is not played with Mr. Buckle's usual skill.

GAME BETWEEN MR. GREENAWAY AND MR. MONGREDIEN.

BLACK. (MR. G.)

1. P. to K. fourth
2. P. takes P.
3. P. to Q. fourth
4. B. to Q. third
5. P. takes P.
6. Kt. to K. B. third
7. Castles
8. Q. B. to K. Kt. fifth
9. P. to Q. B. fourth
10. Q. Kt. to Q. second
11. P. to K. R. third
12. Kt. takes B.
13. B. takes P.
14. Q. B. to K. third
15. P. to Q. R. third
16. Q. to Q. third
17. Q. R. to Q. square
18. B. to Q. Kt. third
19. B. takes Kt.
20. B. to Q. B. second
21. K. R. to K. square
22. Q. to K. fourth
23. Kt. to K. fifth
24. P. takes B.
25. R. takes R.
26. K. to R. second
27. B. to Q. Kt. third (b)
28. P. to K. sixth
29. P. to K. seventh
30. Q. takes Kt.
31. R. to K. B. square
32. Q. to Q. B. eighth (check)

WHITE. (MR. M.)

1. P. to K. B. fourth (a)
 2. Kt. to K. B. third
 3. P. to Q. fourth
 4. P. to K. third
 5. B. takes P.
 6. B. to K. Kt. fifth
 7. B. to K. second
 8. Castles
 9. K. to K. R. square
 10. Q. Kt. to B. third
 11. B. takes Kt.
 12. P. takes P.
 13. Q. to Q. third
 14. Q. R. to Q. square
 15. P. to Q. R. third
 16. K. Kt. to Q. fourth
 17. P. to Q. Kt. fourth
 18. Kt. to K. B. fifth
 19. Q. takes B.
 20. P. to K. Kt. third
 21. B. to K. B. third
 22. Q. to Q. third
 23. B. takes Kt.
 24. Q. to Q. B. fourth
 25. Q. takes K. B. P. (check)
 26. Kt. takes R.
 27. Q. takes Q. Kt. P.
 28. R. to K. square
 29. Kt. to Q. Kt. second
 30. Q. takes B.
 31. R. takes P. (c)
- And White resigned.

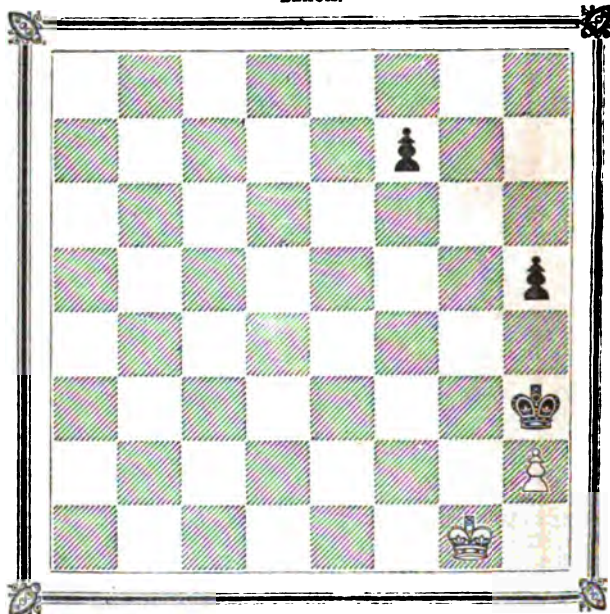
(a) This seems an unnecessary sacrifice.

(b) R. to K. second seems better play at this point.

(c) Suicidal. Q. takes Q. R. P. would have given White a winning game.

CHESS STUDY No. CIII., BY THE AUTHORS.

BLACK.



WHITE.

Black, with the move, can only draw.

SOLUTION TO CHESS STUDY No. CI.

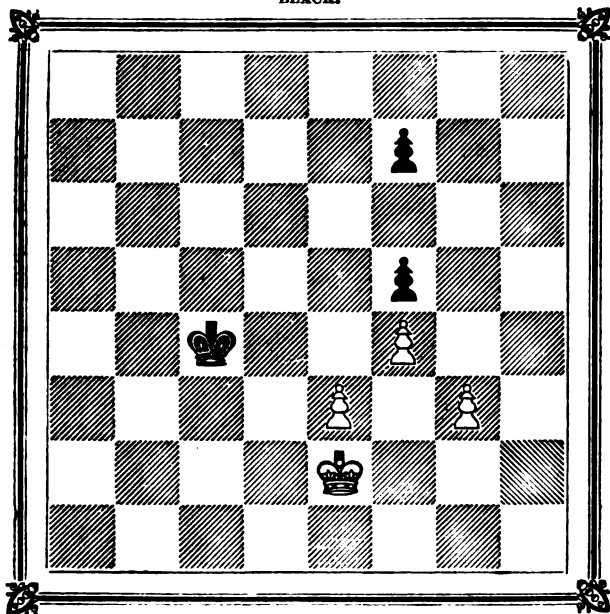
WHITE.

1. Kt. to K. Kt. third
2. Kt. to K. B. square
3. K. to K. Kt. second
4. K. to K. R. square
5. Kt. to K. Kt. third, and draws.

BLACK.

1. B. to Q. third
2. K. to K. seventh
3. B. to K. B. fifth
4. K. to K. B. sixth

BLACK.



WHITE.

White, with the move, can only draw.

SOLUTION TO CHESS STUDY No. CII.

BLACK.

1. Q. to K. Kt. third (check)
2. Q. to K. Kt. fourth
3. Q. to K. Kt. eighth
4. Q. to K. Kt. seventh
5. Q. to Q. fourth, and wins.

WHITE.

1. K. to K. B. third (best)
2. B. to K. R. third (best)
3. K. to K. second or (A) (B)
4. B. to K. B. fifth

VARIATION A.

BLACK.

- 3.
4. Q. to K. Kt. seventh
5. Q. to K. Kt. fourth (check)
6. Q. to Q. fourth (check), and wins easily.

WHITE.

3. K. to K. third
4. B. to Q. B. eighth
5. K. to K. B. third

VARIATION B.

- | | |
|--|--|
| <ol style="list-style-type: none"> 3. 4. Q. to Q. square (check) 5. Q. to Q. Kt. third (check), and wins. | <ol style="list-style-type: none"> 3. B. to Q. B. eighth 4. K. to K. Kt. sixth |
|--|--|

GAME BETWEEN MR. HORWITZ AND MR. K.; THE FORMER
GIVING THE ODDS OF Q. R.

(Remove Black's Q. R.)

BLACK. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to K. B. square
5. Kt. to Q. B. third
6. P. to K. Kt. third
7. K. to K. Kts. second
8. R. takes P.
9. P. to Q. fourth
10. R. to K. R. third
11. P. to K. fifth
12. Kt. to K. fourth
13. Kt. to K. B. sixth (check)
14. R. takes Kt.
15. Q. to K. R. fifth
16. Q. B. takes P.
17. B. to K. R. fourth
18. Kt. takes Q. P. (disc. ch.)
19. Kt. takes K. B. P.

WHITE. (MR. K.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kt. fourth
5. P. to Q. B. third
6. P. takes P.
7. P. takes P.
8. Q. to K. B. fifth
9. Q. to K. B. third
10. Kt. to K. R. third
11. Q. to K. second
12. P. to Q. fourth
13. K. to Q. square
14. B. takes R.
15. B. to K. Kt. second
16. P. to K. R. third
17. Q. to K. third
18. P. to K. B. third
19. Q. takes B.

And Black mates in three moves.

SOLUTION TO PROBLEM No. LI.

WHITE.

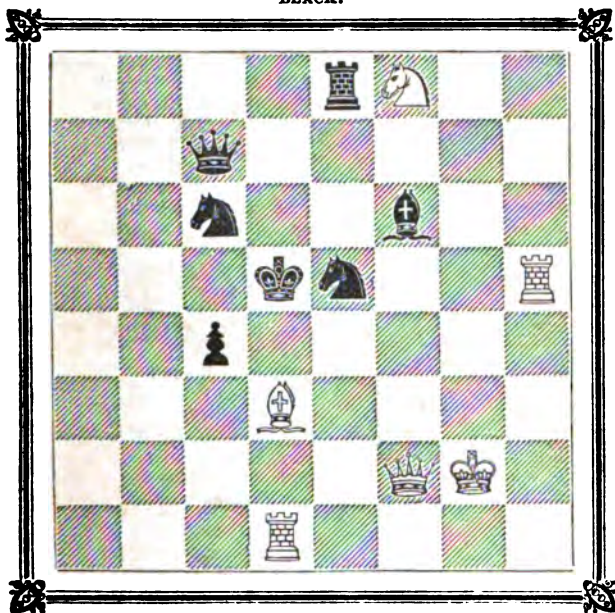
1. R. to Q. Kt. fifth (check)
2. Q. to Q. R. fifth (check)
3. R. to Q. Kt. seventh (check)
4. Kt. mates.

BLACK.

1. B. takes R.
2. Q. takes Queen
3. K. takes B. or moves.

ENIGMA No. LI., BY MR. BRIDPORT.

BLACK.



WHITE.

White to move, and mate in three moves.

SOLUTION TO ENIGMA No. L.

WHITE.

1. R. to K. B. fifth
2. R. or B. mates.

BLACK.

- | 1. Anything.

GAME BETWEEN MR. GREENAWAY AND MR. HORWITZ.

WHITE. (MR. H.)

1. P. to K. fourth
2. P. to K. B. fourth
3. B. to Q. B. fourth
4. K. to B. square
5. Kt. to Q. B. third
6. P. to Q. fourth
7. Kt. to K. B. third
8. P. to K. R. fourth
9. P. to K. fifth
10. K. to Kt. square
11. Kt. to K. square
12. Kt. to Q. Kt. fifth
13. Kt. to Q. B. seventh
14. P. to Q. B. third
15. P. takes P.
16. Kt. takes R.
17. Kt. to B. seventh
18. Kt. to Q. fifth
19. B. to K. B. fourth
20. P. takes P.
21. Kt. takes P.
22. K. to B. second
23. B. takes B.
24. Kt. to B. sixth (check)

BLACK. (MR. G.)

1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. P. to K. Kt. fourth
 5. B. to K. Kt. second
 6. P. to Q. B. third
 7. Q. to K. R. fourth
 8. P. to K. R. third
 9. Kt. to K. second
 10. P. to K. Kt. fifth
 11. P. to Q. B. fourth
 12. Castles
 13. Kt. to Q. B. third
 14. P. takes P.
 15. Kt. to B. fourth
 16. K. Kt. takes Q. P.
 17. B. takes P.
 18. P. to B. sixth
 19. Q. to B. fourth
 20. P. takes P.
 21. Q. to K. Kt. fifth (check)
 22. Kt. takes Kt.
 23. Q. Kt. takes B.
- And Black resigns.

TO CORRESPONDENTS.

All communications should be addressed to the Editors of the *CHESS PLAYER*, 13, Carey-street, Lincoln's-inn-fields.

Judy and Bridport are thanked for their contributions, and they shall shortly appear.

"R. MINUS.—You may get Kling's "Chess Euclid" at Mr. Skeet's, 27, King William-street, Charing-cross, or at the author's residence, 458, New Oxford-street, where likewise may be had the *CHESS PLAYER*.

L. P.—We cannot possibly insert the letter in question.

MR. SMILE.—You are right. The French are the best astronomers, chemists, cooks, mathematicians, dancers, architects and military engineers; but we differ as regards chess-players.

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P R E F A C E.

IN presenting the third volume of the "Chess Player" to the public, it becomes our first duty to thank our Subscribers for the extensive and steady support with which our labours have been rewarded, and to assure them that our future efforts shall be guided by a desire to render the work deserving of a continuance of that support.

The progressive sale of the "Chess Player" affords us much gratification, as it convinces us that the interest which attaches to the most intellectual recreation in existence, is still on the increase. The experience of the last twelve months has led us to the pleasing knowledge that Chess is now extensively practised amongst the labouring population, to the exclusion of those senseless games of chance, and other amusements, which have their origin in the congenial atmosphere of beer-shops and other low places of resort. We take the liberty of suggesting to our Subscribers, that by promoting in their several localities the practice of Chess

amongst the humbler classes, they will, to the extent to which we have just adverted, be elevating the moral and social condition of that important portion of the community, and we feel assured, that to be enabled to render aid in such a cause, and by such means, must be a source of infinite gratification to those who, like ourselves, feel interested in the progress of the classes referred to, as well as in the advancement of Chess.

In conclusion, we beg to add that any suggestions which our Subscribers may be desirous of submitting with regard to the future conduct of the "Chess Player," shall receive our most attentive consideration.

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THE NEW
CHESS PLAYER.

CONDUCTED BY

KLING, HORWITZ,

And other eminent Chess Players & Literary Men.

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INTRODUCTION.

The time between the discontinuance of the Chess Player and the first appearance of the present periodical, has been too short to enable us to complete all the arrangements we have in view; we are, however, anxious that the New Chess Player may become worthy of occupying a distinguished rank amongst its contemporaries, in this and other countries, and shall spare no labour or expense towards attaining this result. At no distant period, we are promised communications, Games, and Problems, from Paris, Vienna, Berlin, St. Petersburg, Pesth, Breslau, and the United States, from Messrs. Keiseritzky, Szen, Anderssen, Heydebrand, Von Der Laza, and other distinguished Chess Players.

I.

As on this mimic field the curious mind
Gazes, how closely the resemblance shows,
Between this chequered board, and that we find
In the still wider field of worldly woes!
For as in life we note, with black and white,
Those days which fortunes or misfortunes mark,
So, on this board, alternately the sight
Receives the image of the bright or dark :—
As on the ear the owl's cry, or morning's early lark.

II.

With strong resemblances the game is rife ;
 For in the champions of this tournament,
 We have a character of daily life,
 And not unmixed with satire deeply meant :
 Thus, Castles guard full well our frontier side—
 Our Kings and Queens their dignity retain—
 Whilst mitre'd Bishops ever *sidelong* glide,
 And gentle Knights come "pricking o'er the plain,
 The while the *Pawn* does aye the fight maintain."

III.

Lessons of social progress we can trace
 In these, our little instruments of play ;
 How lowest rank may reach the pride of place,
 And, for the humbler, tread the higher way—
 Our "Pawns," the people are, who—if their toil
 Distinguish them from out the common throng—
 Exchange for mountain heights, the lowly soil ;
 Walk in companionship the great among—
 Their path not doomed to tread ingloriously along.

IV.

And, as in social life are often found,
 All classes sacrificed to regal-power ;
 So, on the Chess-Board, all the men are bound
 To rally round the King in evil hour !
 The "privileged" lot have their similitude—
 With greater power to attack and to defend ;
 But if a Pawn outlive the onset rude,
 And reach the hostile camp—his struggles end,
 Claiming ambition's meed, to which his labours tend !

V.

Many there are, who perish by the way,
 Lost in the battle of an adverse fate !
 Yet, in the world, the few who win the day,
 March on with brow erect, and heart elate,
 Jostle with Kings, and rustle amongst lawns !
 Such are the resemblance of our ivory Pawns,
 Which work their pathway through all adverse ranks,
 Till, disregarding fortune's fickle pranks,
 They may the rulers of the Chess-Board be,
 And place a check on Kings—if such their destiny !

VI.

Then spread the regal Board, for studious war!
Whereon no blood is spilt, but whence we learn
How best we may improve our social lore,
And gentle study, to advantage turn!
So, whilst amusement with instruction blend,
A mental exercise—besides the game—
Experience for our worldly war may lend!
A training exercise—and free from blame
May surely well our best attention claim!

CHESS STUDY No. I., BY KLING AND HORWITZ.



White wins with or without the move.

GAME OF CORRESPONDENCE BETWEEN AMSTERDAM AND
LONDON.

WHITE. (Amsterdam.)	BLACK. (London.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. P. to Q. B. third	5. Kt. to K. B. third
6. P. to K. fifth	6. P. to Q. fourth
7. B. to Q. Kt. fifth	7. Kt. to K. fifth
8. B. takes Kt. (check)	8. P. takes B.
9. P. takes P.	9. B. to Q. Kt. third
10. Kt. to Q. B. third	10. P. to K. B. fourth
11. P. to K. R. fourth	11. Castles
12. B. to K. B. fourth	12. P. to Q. B. fourth
13. K. to K. B. square	13. Q. R. to Q. Kt. square
14. Kt. to Q. R. fourth	14. P. takes P.
15. K. Kt. takes P.	15. Q. to K. square
16. P. to K. Kt. third	16. P. to Q. B. fourth
17. K. Kt. to Q. B. second	17. P. to Q. fifth
18. Q. R. to Q. B. square	18. B. to Q. R. third (check)
19. K. to K. Kt. square	19. B. to Q. Kt. fourth
20. K. Kt. to Q. R. third	20. Q. B. takes Kt.
21. P. takes B.	21. B. to Q. B. second
22. P. to K. B. third	22. Kt. to Q. B. sixth
23. Q. to B. second	23. B. takes P.
24. R. to K. square	24. B. takes B.
25. R. takes Q.	25. K. R. takes R.
26. K. to K. B. second	26. R. to K. seventh (check)
27. Q. takes R.	27. Kt. takes Q.
28. K. takes Kt.	28. R. to K. square (check)

Amsterdam to play.

This Game has many beautiful points, which shall be examined
and given after termination.

PROBLEM NO. I., BY THE REV. H. BOLTON.



White mates in 10 moves.

This fine position originally appeared as a Problem in 9 Moves; but on analyzing it carefully, we find that if correctly defended, it cannot be done in less than 10 Moves; the following is the proper play—

WHITE.

1. Q. to K. B. fourth (check)
2. Q. to Q. R. fourth (check)
3. Q. to Q. R. eighth (check)
4. Q. takes Kt. (check)

BLACK.

1. K. to K. square
2. K. to K. B. square
3. R. interposes
4. B. interposes.

The remaining Moves will appear in No. 2., and until then our readers will find it entertaining to seek for the Solution themselves.

GAME BETWEEN MR. MEDLEY, AND MR. MONGREDIEN.

WHITE. (MR. MEDLEY.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. Q. Kt. to B. third (a)
5. Castles
6. P. to Q. third
7. B. Q. Kt. third
8. Q. Kt. K. second
9. Kt. to K. Kt. third
10. B. to K. third
11. P. takes P.
12. Q. to Q. second
13. Kt. to K. square
14. P. to K. B. third
15. R. P. takes B.
16. P. to K. Kt. fourth
17. P. to K. Kt. third
18. Kt. to K. Kt. second
19. Kt. to K. B. fourth
20. K. to Kt. second (c)
21. B. takes K. R. P.
22. Q. takes P.
23. K. R. to R. square (e)
24. P. to K. Kt. fifth.
25. Kt. to K. B. fifth
26. Q. takes B.
27. B. takes Kt. (check)
28. R. to K. R. (check)
29. B. takes B. (check)
30. Kt. takes Q.
31. B. to K. sixth
32. B. to B. fifth (check)
33. P. to K. B. fourth
34. P. takes P.
35. K. to B. third
36. B. to K. fourth
37. P. to B. fifth

BLACK. (MR. MONGREDIEN.)

1. P. to K. fourth
2. P. to Q. third
3. Kt. to K. B. third
4. B. to K. second
5. Castles
6. P. to Q. B. third
7. P. to K. R. third (b)
8. K. to K. R. square
9. Kt. to K. R. second
10. P. to K. B. fourth
11. B. takes P.
12. B. to K. Kt. fifth
13. B. to K. R. fifth
14. B. takes Kt.
15. B. to K. R. fourth
16. B. to K. Kt. third
17. Kt. to Q. second
18. P. to Q. fourth
19. Q. to K. B. third
20. P. to Q. fifth
21. P. takes B.
22. R. to K. Kt. square (d)
23. R. to Kt. second
24. Q. to Q. third
25. Q. to K. B. square
26. R. takes Q.
27. K. takes R.
28. R. to R. third
29. Q. takes R.
30. R. to K. B. square
31. Kt. to Q. B. fourth
32. K. to Kt. second
33. P. takes P.
34. Kt. to Q. R. fifth
35. Kt. takes P.
36. Kt. to Q. eighth
37. Kt. to Q. B. sixth

(a) Had White not deviated from the usual play in this position, viz:—Kt. to K. Kt. fifth, his game would have been much stronger.

(b) This appears to us a weak move.

(c) The intention here was evidently to play the R. to the Rooks file.

(d) B. to K. square, would have forced White either to exchange Queen's, or to retire from the Rooks file, both alternatives being favourable to Black.

(e) This move is far preferable to the taking of B. with B.

WHITE. (MR. MEDLEY.)

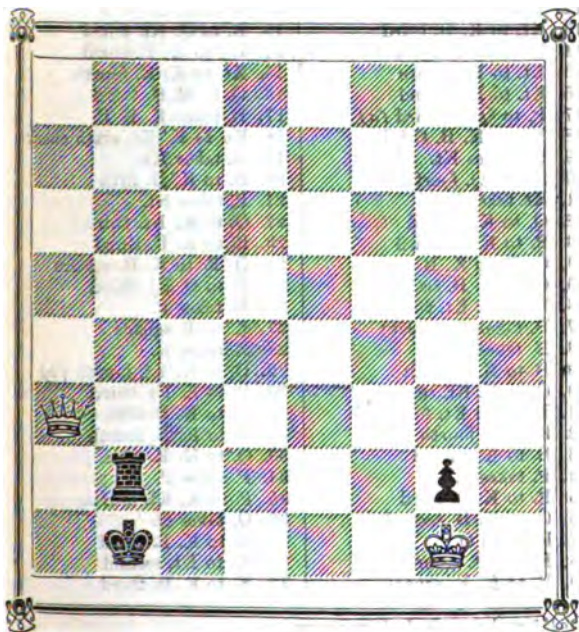
- 38. P. to B. sixth (check)
- 39. K. to B. fourth
- 40. B. takes Kt.
- 41. K. to B. fifth
- 42. Kt. to K. B. seventh
- 43. P. to Kt. sixth
- 44. P. takes B. (check)
- 45. K. to K. fifth
- 46. K. takes P. on Q. fourth
- 47. K. takes P.
- 48. K. to Q. B. fifth.

BLACK. (MR. MONGREDIEN.)

- 38. K. to B. square
- 39. Kt. to Q. fourth (check)
- 40. P. takes B.
- 41. K. to B. second
- 42. K. to Kt. square
- 43. B. takes Kt.
- 44. K. takes P.
- 45. P. to Q. Kt. fourth
- 46. K. takes P.
- 47. K. to K. third

And wins.

CHESS STUDY No. II., BY KLING AND HORWITZ.



GAME BETWEEN MR. H., AND MR. LOEWENTHAL.

BLACK. (MR. H.)	WHITE. (MR. L.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. to Q. B. third	3. B. to Q. B. fourth
4. B. to Q. B. fourth	4. P. to Q. third
5. P. to Q. third	5. P. to K. R. third
6. Castles	6. Castles
7. B. to K. third	7. B. to Q. Kt. third
8. Q. to Q. second	8. Kt. to Q. B. third
9. Kt. to K. square	9. B. to K. third
10. B. to Q. Kt. third	10. Kt. to Q. fifth
11. K. to K. R. square	11. Kt. to Kt. fifth
12. B. takes Kt.	12. B. takes B.
13. Kt. to K. B. third	13. B. to Q. Kt. third
14. P. to K. R. third	14. Kt. to K. B. third
15. Kt. to K. square	15. Kt. to K. B. fourth
16. Kt. to K. second	16. Q. to K. B. third
17. P. to Q. B. third (a)	17. B. takes K. B. P.
18. Kt. to K. B. third	18. Kt. to K. Kt. sixth check
19. Kt. takes Kt.	19. B. takes Kt.
20. Kt. to Q. fourth	20. B. to K. B. fifth
21. Kt. takes B.	21. P. takes Kt.
22. Q. to K. second	22. Q. to K. Kt. third
23. R. to K. B. third	23. R. to K. B. third
24. Q. R. to K. B. square	24. Q. R. to K. B. square
25. Q. to K. B. second	25. P. to Q. Kt. third
26. P. to K. Kt. third	26. B. takes P.
27. B. takes P. (check)	27. K. to R. square
28. R. takes R.	28. R. takes R.
29. B. to K. B. fifth	29. Q. to K. Kt. fourth (b)
30. Q. to K. Kt. second	30. P. to K. Kt. third
31. B. to K. Kt. fourth	31. B. to K. B. fifth
32. P. to Q. fourth	32. P. to K. R. fourth
33. B. to K. second	33. Q. to K. R. fifth
34. P. takes P.	34. P. takes P.
35. R. to K. B. third	35. P. to K. Kt. fourth
36. Q. to K. B. second	36. Q. takes Q.
37. R. takes Q.	37. R. to K. R. third
38. K. to Kt. second	38. K. to Kt. second
39. R. to K. B. square	39. K. to K. B. third

(a) A weak move, as he loses a pawn.

(b) White ought have taken Queen with Bishop, then Bishop with Rook, followed by Rook to K. Kt. sixth, which would give a winning position.

BLACK.

40. R. to Q. square
41. B. to Q. Kt. fifth
42. B. to Q. R. sixth
43. P. to Q. B. fourth
44. B. takes P.
45. P. takes P.
46. R. to K. R. square
47. R. to K. square
48. P. to Q. Kt. third
49. R. to K. second
50. B. to K. Kt. eighth
51. B. to K. R. seventh
52. P. takes P.
53. B. to K. B. fifth
54. K. to K. R. third
55. B. to K. Kt. fourth
56. B. to K. B. fifth
57. K. to K. Kt. fourth
58. K. to K. R. third
59. K. to K. Kt. second
60. B. to K. Kt. sixth
61. B. K. B. fifth
62. B. to K. sixth
63. B. to Q. fifth
64. B. to Q. R. eighth (c)

WHITE.

40. K. to K. second
41. P. to Q. B. third
42. P. to Q. Kt. third
43. P. takes P.
44. P. to K. Kt. fifth
45. P. takes P.
46. R. to Q. third
47. R. to Q. fifth
48. K. to Q. third
49. K. to K. second
50. P. to Q. B. fourth
51. P. to Q. B. fifth
52. R. takes P.
53. P. to K. Kt. sixth
54. R. to Q. B. third
55. R. to Q. B. sixth
56. K. to Q. third
57. K. to Q. B. fourth
58. K. to Q. fifth
59. P. to Q. R. fourth
60. P. to Q. R. fifth
61. P. to Q. R. sixth
62. R. to Q. B. third
63. R. to Q. B. eighth
64. K. to Q. sixth

And wins.

(c) King to K. B. third, would give Black the chance of drawing the game.

CHESS NEWS.

The great Hungarian Chess Player, Herr Loewenthal, is now in London, and is, we believe, anxiously looking out for an antagonist worthy of his prowess.

Heydebrand Von Der Laza, is at present engaged in an interesting contest, at Baden Baden, with Eherenman, of Strassburg—we hope to receive some of their games.

Herr Anderssen, the great German player, has published a challenge to play a match with any one, far or near—we are as yet, not acquainted with the conditions of the challenge; we hear also, that he intends to visit this country, in the course of the next month. Should this prove true, we trust that it may lead to a contest between him and our great English player, which shall *really* decide the relative strength of both parties.

GAME BETWEEN MR. SIMONS, AND MR. LOWE.

Allgaier Gambit.

WHITE. (MR. SIMONS.)	BLACK. (MR. LOWE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to Kt. fifth
5. Kt. to K. fifth	5. P. to K. R. fourth
6. B. to Q. B. fourth	6. R. to K. R. second
7. B. takes P. (check)	7. R. takes B.
8. Kt. takes R. (a)	8. K. takes Kt.
9. P. to Q. fourth	9. P. to Q. fourth
10. P. takes Q. P.	10. B. to K. B. fourth
11. B. takes P.	11. K. to Kt. third
12. Castles	12. Q. takes K. R. P.
13. P. to K. Kt. third	13. Q. to K. R. sixth
14. R. to K. B. second	14. B. to K. B. third
15. R. to K. R. second (b)	15. B. takes B. (c)
16. R. takes Q.	16. B. to K. sixth (check)
17. K. to R. second	17. P. takes R.
18. Q. to K. second	18. Kt. to K. R. third
19. Kt. to Q. B. third	19. Kt. to Q. second
20. R. to Q. square	20. Kt. to K. B. third
21. Q. to K. B. third	21. K. Kt. to Kt. fifth (ch.)
22. K. to R. square	22. Kt. to B. seventh (ch.)
23. K. to R. second	23. Q. Kt. to Kt. fifth (ch.)
24. K. to Kt. square	24. P. to R. seventh (check)
25. K. to Kt. second	25. Kt. takes R.

1. White Resigns.

(a) This sacrifice though unsound, gives a fine attack, but White fails to make the most of it.

(b) Premature: should first have moved Q. to Q. second.

(c) From this point to the end of the game, Mr. Lowe maintained his position with admirable tact.

The conclusion of the game exhibits very considerable talent.

CHESS LESSONS,

BY KLING AND HORWITZ.

Variations of the Allgaier Gambit.

WHITE.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. R. to K. R. second
7. P. to K. B. sixth (a)

(a) It would be dangerous to push on P. to Q. third, as White can sacrifice Kt. and B. against R. and 2 Pawns, and thus gain a strong attack.

8. P. takes P.
9. Kt. to Q. third or (A)
10. B. to K. B. fourth
11. K. to Q. second
12. Q. takes P.

8. P. to Q. third
9. B. to K. second
10. B. takes R. P. (checks)
11. P. takes P.
12. B. to K. Kt. fifth

And now the Game is about even.

VAR. A.

9. B. takes K. B.
10. Kt. takes R.
11. P. takes P.
12. Castles (a)

9. R. takes B. P. (check)
10. K. takes Kt.
11. B. takes P.
12. K. to K. Kt. second

And now Black has a winning Game, which shows that White cannot sacrifice Kt. and Bishop for Rook and P. after Black having pushed P. to K. B. sixth. It is necessary to acquaint the Student with the following mode of attack.

WHITE.

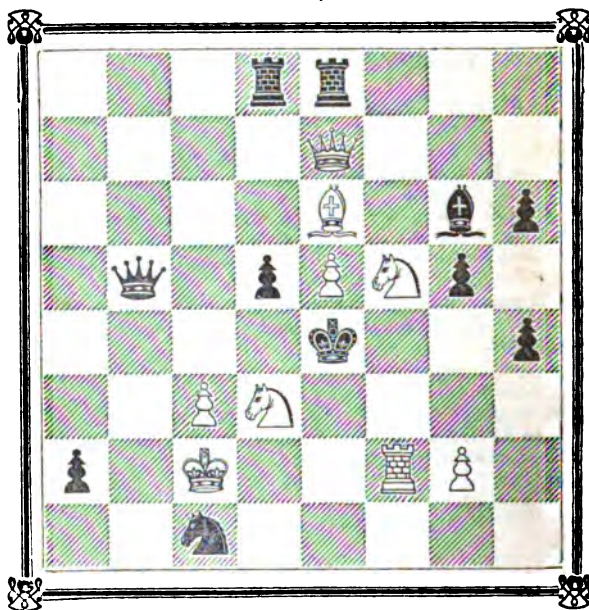
13. Q. to Q. third
14. B. to K. B. fourth.

BLACK.

13. Q. takes R. P.
14. Q. to K. second (b)

(b) This move, or Q. to K. R. sixth, is necessary to prevent Q. from playing Q. to Q. Kt. third, or Q. B. fourth.

ENIGMA No. I., BY JUDY.



White mates in 5 moves.

TO CORRESPONDENTS.

We shall be glad to receive Games and Problems from our Correspondents, and promise that they shall be carefully examined, and if worthy of publication, impartially analyzed in our periodical.

P.S. Mr. Kling's Chess Rooms, 458, New Oxford Street, are frequented by some of the best English and Foreign players in town. Messrs. Kling and Horwitz give lessons in Chess, either at 468, New Oxford Street, or at the residence of their Pupils.

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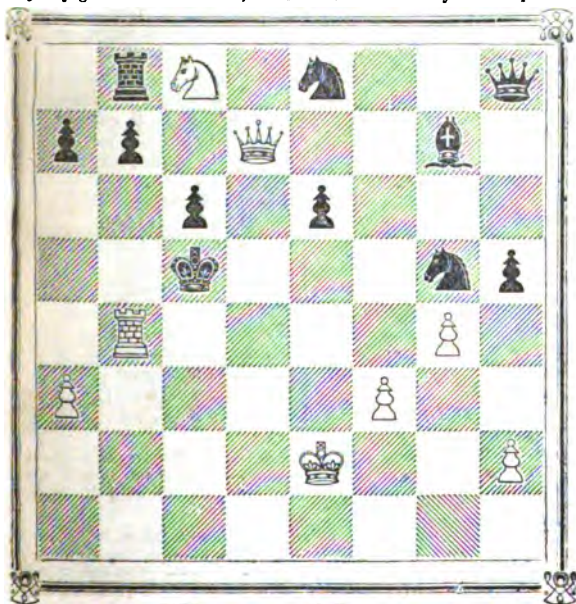
Vol. ~~I~~—No. 2.

AUGUST 21, 1852.

Price 3d.

PROBLEM II. By REV. H. BOLTON.

Originally given in nine moves, in Staunton's Chess Player's Companion



White can mate in 7 moves.

Solution to Problem No. 1., from the fourth move in our preceding Number.

WHITE.	BLACK.
5. Q. takes B. (ch)	5. K. to K. square
6. Q. to K. Kt. fourth	6. K. to K. B. square
7. Q. to K. B. fifth (ch)	7. K. moves
8. Q. to K. R. fifth	

And mates in two moves.

GAME BETWEEN MR. MONGERDIEN AND MR. JONES.

BLACK. (Mr. M.)	WHITE. (Mr. J.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. P. to K. R. fourth
6. B. to Q. B. fourth	6. Kt. to K. R. third
7. P. to Q. fourth	7. P. to Q. third
8. Kt. to Q. third	8. P. to K. B. sixth
9. P. takes P.	9. B. to K. second
10. B. to K. third (a)	10. B. takes R. P. (check)
11. K. to Q. second	11. Kt. to Q. B. third (b)
12. Kt. to Q. B. third (c)	12. Kt. to Q. R. fourth
13. B. to Q. Kt. third	13. Kt. takes B.
14. R. P. takes Kt.	14. P. takes P.
15. Q. takes P.	15. B. to K. Kt. fifth
16. Q. to K. B. fourth	16. P. to K. B. fourth
17. Kt. to Q. fifth	17. K. to Q. second
18. P. to K. fifth	18. Kt. to B. second
19. P. to K. sixth (check)	19. K. takes P.
20. R. takes B.	20. K. takes Kt. (d)
21. R. to K. square (e)	21. K. to B. third
22. Kt. to Kt. fourth (check)	22. K. to Q. second
23. R. takes B.	23. Q. to B. third (f)
24. K. R. to K. Kt. square	24. R. to K. R. second

(a) B. to K. B. fourth is known as the classical move, as it affords the advantage of playing Queen to K. third, attacking Kt. with B. and Queen.

(b) With the intention to exchange Kt. for B.

(c) Kt. to R. third is commonly played.

(d) White would lose a Pawn by taking Rook with Queen.

(e) A master move, were White to take Rook he would lose Queen.

(f) The best move, had White taken Rook, he would have been mated in seven moves.

BLACK.

25. B. to B. second
26. B. to K. R. fourth
27. R. to K. Kt. sixth
28. Kt. to Q. fifth
29. B. to B. sixth
30. Q. takes B. P. (check)
31. Kt. takes Kt.
32. P. to Q. fifth (check) (g)
33. Q. to B. second (check)
34. P. takes P. (*en passant*)
35. Q. to B. third (ch)
36. Q. to Q. B. third (ch)
37. R. to K. sixth
38. K. to B. square
39. R. takes P. (check) (h)
40. Kt. to Q. seventh (check)
41. Q. takes Q. (ch)
42. Q. to K. fifth

WHITE.

25. Kt. to K. R. third
26. Q. to K. R. square
27. R. to K. B. square
28. Kt. to Kt. fifth
29. Kt. takes B.
30. K. to B. third
31. K. R. to B. second
32. K. to Kt. third
33. P. to B. fourth
34. K. takes P.
35. K. to B. second
36. K. to Kt. square
37. Q. R. to Q. square
38. P. to K. R. fifth
39. R. takes R.
40. K. R. takes Kt.
41. R. to Q. square

And wins.

(g) Black could have mated in five moves as follows—

- | | |
|-----------------------------------|--------------------|
| 1. Q. to Q. fifth (ch) | 1. K. to Kt. three |
| 2. Q. to Q. B. fifth (ch) | 2. P. takes Q. |
| 3. Kt. to Q. fifth (double check) | |

And mates in two moves.

(h) The settler.

GAME BETWEEN Mr. S. AND Mr. BODEN.

WHITE. (Mr. S.)

1. P. to K. fourth
2. Kt. to K. B. third
3. Kt. to Q. B. third
4. P. to Q. fourth
5. K. Kt. takes P.
6. Q. Kt. takes P.
7. Q. B. to K. Kt. fifth
8. Q. B. takes Kt.
9. K. B. to Q. B. fourth
10. K. Kt. to K. sixth
11. K. B. takes B.
12. Kt. takes B. (check)
13. Castles
14. Q. to K. second

BLACK. (Mr. BODEN.)

1. P. to K. fourth
2. P. to Q. third
3. P. to K. B. fourth
4. K. P. takes Q. P.
5. P. takes P.
6. K. Kt. to B. third
7. K. B. to K. second
8. K. B. takes B.
9. P. to Q. B. third (i)
10. Q. B. takes Kt.
11. P. to Q. fourth
12. Q. takes Kt.
13. Kt. to Q. second
14. Castles Q. R.

- | | |
|---------------------------|------------------------------|
| 15. P. to Q. B. fourth | 15. P. to Q. fifth |
| 16. K. R. to Q. square | 16. K. to B. second |
| 17. B. takes Kt. | 17. Q. R. takes B. |
| 18. P. to Q. Kt. fourth | 18. K. R. to K. B. square |
| 19. K. R. to Q. third | 19. K. R. to K. B. second |
| 20. Q. R. to Q. square | 20. K. R. to K. second |
| 21. Q. to K. Kt. fourth | 21. Q. to K. fourth |
| 22. Q. to K. Kt. third | 22. Q. takes Q. (b) |
| 23. K. R. P. takes Q. | 23. K. R. to K. seventh |
| 24. Q. R. to Q. second | 24. B. takes R. |
| 25. R. takes R. | 25. P. to Q. B. fourth (c) |
| 26. P. to Q. R. third | 26. P. to Q. Kt. fourth |
| 27. Q. B. P. takes Kt. P. | 27. P. to Q. B. fifth |
| 28. R. to Q. B. second | 28. P. to Q. B. sixth |
| 29. K. to K. B. square | 29. K. to Kt. third (d) |
| 30. K. to K. square | 30. K. takes P. |
| 31. R. to Q. B. square | 31. K. to R. fifth (e) |
| 32. K. to Q. square | 32. K. takes P. |
| 33. K. to Q. B. second | 33. K. takes P. |
| 34. R. to Q. square | 34. K. to Q. B. fifth |
| 35. R. to Q. third | 35. R. to Q. Kt. second |
| 36. R. to K. B. third | 36. P. to Q. sixth (check) |
| 37. K. to Q. B. | 37. P. to Q. seventh (check) |

And wins.

(a) This part of the game demands the greatest care on Black's part.

(b) The best plan.

(c) This move and the next, are exceedingly well played on Black's part.

(d) Threatening next time to push P. to Q. sixth, Black has now an easy win.

(e) K. to Q. B. fifth would not have allowed stopping the pawns.

~~~~~  
 GAME BETWEEN MR. SCH—R AND MR. BODEN.

WHITE. (MR. SCH—R.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. takes K. P
7. Q. to R. fourth (check)
8. Kt. takes K. P.
9. Q. B. to R. third
10. Q. to Q. B. second
11. P. to Q. fourth
12. Kt. to K. B. third
13. K. B. to Q. third
14. P. to K. fifth

BLACK. (MR. S. S. BODEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to Q. third
4. K. B. takes Kt. P.
5. K. B. to Q. R. fourth
6. Q. P. takes P.
7. P. to Q. B. third
8. Kt. to K. B. third
9. P. to Q. Kt. fourth
10. Q. to Q. B. second
11. Q. Kt. to Q. second
12. P. to Q. R. third
13. P. to Q. B. fourth
14. K. Kt. to Q. fourth

## WHITE.

15. B. to K. fourth
16. K. to K. B. second
17. Q. B. to Q. Kt. second
18. P. to Q. R. fourth
19. R. P. takes P.
20. Q. to Q. Kt. third
21. K. B. to K. B. fifth (ch)
22. Q. takes Q. Kt. P.
23. P. takes P.
24. K. R. to Q. square
25. K. B. to Q. B. second
26. K. B. to Q. third
27. Q. R. to Q. R. third
28. Kt. P. takes R.
29. K. to K. square
30. K. R. to Q. second
31. K. to K. second
32. K. R. takes Kt.
33. K. to B. second
34. R. takes Kt.
35. R. to Q. second
36. K. to K. second
37. K. to Q. square
38. K. to Q. B. second

## BLACK.

15. Q. B. to Q. Kt. second
16. K. B. to Q. Kt. third
17. Castles Q. R.
18. K. R. to K. square
19. Q. R. P. takes P.
20. Q. Kt. takes K. P. (a)
21. K. to Kt. square
22. P. takes P.
23. Q. Kt. to Q. Kt. third (b)
24. Q. to K. B. fifth
25. Q. Kt. to Q. K. fifth
26. K. R. to K. sixth
27. K. R. takes K. Kt. (ch)
28. Q. takes K. B. P. (check)
29. Q. takes Q. B. (c)
30. Q. to Q. B. eighth (check)
31. Kt. takes K. B.
32. Kt. to K. B. fifth (check)
33. Kt. takes R. (check)
34. Q. to Q. B. seventh (ch)
35. K. B. takes P. (check)
36. Q. to K. Kt. third
37. Q. to K. Kt. eighth (ch)
38. R. to Q. B. square (check)

White resigned.

(a) This is well played.

(b) Kt. takes Kt., and then playing Q. to K. fourth, would have speedily won.

(c) The best move: Black has now a won game.

(d) Kt. covers, R. takes Q. P.

## LITTLE SKIRMISH BETWEEN Mr. MONGREDIEN AND Mr. JONES.

## WHITE. (Mr. MONGREDIEN)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. to K. Kt. third
10. P. to Q. B. third

## BLACK (Mr. JONES.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to Q. third
8. P. to K. B. sixth
9. B. to Kt. second
10. P. to Q. B. third

## BLACK.

11. K. to B. second
12. Kt. to K. B. fourth
13. Q. to Q. Kt. third
14. Kt. to K. Kt. sixth (a)
15. B. takes Kt.
16. B. to Q. B. fourth

## WHITE.

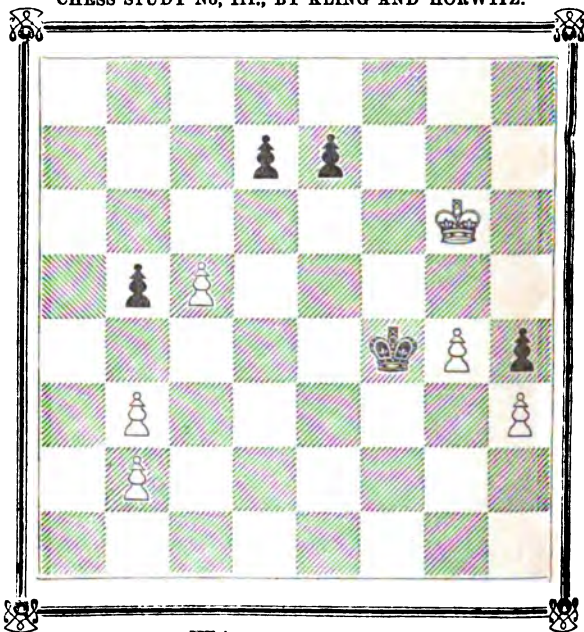
11. Kt. to Q. second
12. Kt. to K. Kt. square
13. Q. to K second
14. P. takes Kt.
15. Kt. to B. third (b)
16. Kt. takes K. P. (check)

And White resigns.

(a) A weak move.

(b) The correct move to decide the game.

## CHESS STUDY No. III., BY KLING AND HORWITZ.



White to move and win.

## \* SOLUTION TO CHESS STUDY, No. 1.

- 1.
2. P. to K. seventh
3. K. to B. fifth
4. K. to Q. sixth
5. P. to B. seventh

1. K. to Q. third
2. K. takes K. P.
3. K. to Q. square
4. K. to B. square

And wins.

\* Where the whole of this position, one square, or more, nearer White's side, Black could draw. Our readers can see that this example is very simple, and instructive.

## CHESS STUDY No. 4., BY KLING AND HORWITZ.



White draws with the move.

## SOLUTION TO CHESS STUDY, No. 2.

## WHITE.

1. Q. to K. third
2. K. to K. R. second
3. Q. to K. Kt. square (a)
4. K. to K. Kt. third
5. K. to B. third
6. K. to K. third
7. K. to K. fourth
8. K. to Q. third
9. Q. to K. fourth
10. K. to B. third
11. Q. to Q. R. seventh (ch)
12. Q. to Kt. square (ch)
13. Q. to Q. square
14. Q. to Q. R. fourth (ch)
15. Q. to K. fourth (ch)
16. Q. to K. sixth (ch)

## BLACK.

1. R. to Q. B. seventh
2. K. to Q. Kt. seventh
3. K. to R. seventh
4. K. to Kt. seventh
5. K. to R. seventh
6. K. to Kt. seventh
7. K. to R. seventh
8. R. to Kt. seventh
9. K. to Kt. eighth
10. K. to R. eighth
11. K. to Kt. eighth
12. K. to R. seventh
13. R. to K. B. seventh (best)
14. K. to Kt. eighth
15. K. to R. seventh

And wins.

(a) This is the only mode of winning by stopping Pawn with Queen and then approaching King; Black will be obliged either to abandon Pawn, or be mated.

GAME BETWEEN MR. MEDLEY, GIVING PAWN AND TWO  
MOVES TO MR. ANDERSON.

BLACK. (MR. ANDERSON.)

1. P. to K. fourth
2. P. to Q. fourth
3. B. to Q. third
4. P. to Q. B. third
5. P. takes P.
6. Q. B. to K. third
7. Q. Kt. to Q. B. third
8. Q. B. to Q. B. square
9. P. to K. fifth
10. P. to Q. R. third
11. R. takes B.
12. Q. to K. R. fifth
13. Q. to K. R. fourth
14. B. takes Kt.
15. Kt. to K. B. third
16. B. to K. Kt. fifth
17. B. to K. B. sixth
18. Q. to K. Kt. fourth
19. Kt. to K. B. fourth
20. R. to K. Kt. third
21. P. to K. R. fourth
22. P. to K. R. fifth
23. P. takes B.
24. Q. to Kt. fifth (a)
25. K. to B. fourth

WHITE. (MR. MEDLEY.)

- 1.
2. P. to K. third
3. P. to Q. B. fourth
4. P. takes P.
5. Q. Kt. to B. third
6. K. B. (checks)
7. Q. to Q. R. fourth
8. Q. P. to Q. fourth
9. K. Kt. to K. second
10. B. takes Kt. (check)
11. Castles
12. P. to K. Kt. third
13. Kt. to K. B. fourth
14. R. takes B.
15. Q. to Q. square
16. Q. to K. square
17. R. to R. fourth
18. B. to Q. second
19. R. to K. B. fourth
20. R. to Q. B. square
21. Kt. takes Q. P.
22. R. takes B.
23. P. to K. fourth
24. P. takes Kt. (dis. ch.)
25. R. mates

(a) This was not the best move; some pretty variations spring from P. to K. B. seventh check, etc.



FINE-PLAYED GAME BETWEEN Mr. MONGREDIEN AND  
Mr. JONES.

WHITE. (Mr. MONGREDIEN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. P. to K. Kt. third
10. K. to B. second
11. R. to K. square
12. Kt. to B. fourth (a)
13. P. to K. fifth
14. B. to Q. third
15. P. to K. sixth
16. R. to K. fifth
17. Kt. to K. Kt. sixth
18. B. takes Kt. (check)
19. Q. to K. square
20. Q. Kt. to B. third (b)
21. B. to K. B. fifth
22. B. takes P.
23. R. takes B.
24. R. takes Kt.
25. Kt. takes P.
26. Q. to Q. R. fifth (check)
27. Kt. takes B.
28. K. to B. square
29. B. to K. B. fourth
30. K. to Kt. square
31. K. to R. square
32. Kt. to Kt. fourth

BLACK. (Mr. JONES)

1. P. to K. fourth
2. P. takes B.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to Q. third
8. P. to K. B. sixth
9. P. to Q. B. third
10. Kt. to Q. second
11. B. to K. second
12. Kt. to K. Kt. square
13. P. to Q. fourth
14. Kt. to K. B. square
15. P. takes P.
16. Kt. to K. B. third
17. Kt. takes Kt.
18. K. to Q. second
19. K. to Q. B. second
20. Q. to Kt. square
21. B. to Q. third
22. B. takes B.
23. Kt. to K. fifth (check)
24. P. takes R.
25. R. to K. Square
26. K. to Q. Kt. square
27. R. to K. seventh (ch)
28. Q. to K. third
29. R. to K. B. seventh (ch)
30. R. to Kt. seventh (ch)
31. R. to K. R. seventh (ch)

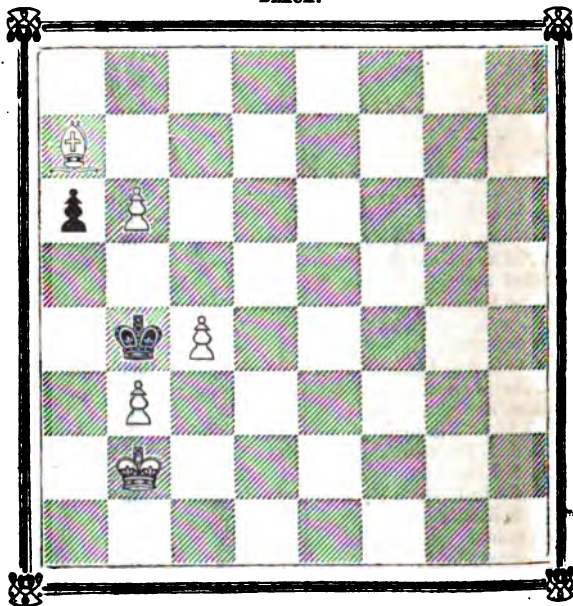
And draws.

(a) Black could have now taken K. R. P. with B. forming an irresistible attack; the correct move would have been Bishop, to K. B. fourth.

(b) A very good move, as it guards the check of Kt. and threatens B. to B. seventh, gaining a Pawn.

## ENIGMA No. 2., By M. M. R. A., of INDIA.

BLACK.



WHITE.

White mates in 3 moves.

## SOLUTION TO ENIGMA No. 1.

## BLACK.

1. R. to B. fourth (ch)
2. Kt. to K. B. second (ch)
3. Kt. to Kt. fourth (ch)
4. B. to Q. seventh (dis ch)
5. Kt. to Q. sixth (mate)

## WHITE.

1. P. takes R.
2. K. takes P.
3. K. moves
4. R. takes Q.

## CHESS LESSONS,

BY KLING AND HORWITZ.

A continuation of the Allgaier Gambit.

## BLACK.

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to K. Kt. sixth (a)

## WHITE.

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. R. to K. R. second
7. P. to Q. third
8. P. takes Kt.

(a) Not sound, White ought have sacrificed Kt. and B. for Rook and Pawn, as we mentioned in our last Number, thus forming a strong attack ;

9. B. takes Kt.
10. B. to Q. B. fourth

9. R. to K. R. square
10. B. to K. R. three

A better move than B. to K. second, as White has no time to Castle, and defend Gambit position.

11. Kt. to Q. B. third
12. Q. to Q. third
13. P. to K. Kt. third (or A)
14. Q. takes P.
15. R. takes B.
16. B. to Q. third
17. B. takes P.

11. P. to Q. B. third
12. Q. to K. second
13. P. takes P.
14. B. takes Q. B.
15. P. to Q. fourth
16. P. takes P.
17. Castles

And Black has a better game.

## VAR A.

13. B. to Q. B. second
14. P. to Q. fifth
15. Kt. takes P.

13. B. to K. third
14. P. takes P.

If B. takes P. Black's answer should be Kt. to Q. B. third.

16. B. takes B.
17. Q. to Q. Kt. fifth

15. R. takes Kt.
16. Kt. to Q. B. third
17. Q. to Q. second

Black has now gained a Pawn, which he can maintain.

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### ANSWERS TO CORRESPONDENTS.

Mr. Fraser, is thanked for his kind contributions.

Judy.—We quite agree with you, that some preceding move might have turned the tables; but if the game had advanced to the Mongredien Gambit, a careful analysis convinces us that it will prove extremely difficult to discover a defence against this gigantic attack.

Freeman.—You will find many young players ready to accept your challenge to play a game by Correspondence.

G. S.—Some of the best players of the London Chess Club are abroad, else we should, ere this, have ascertained all about the New Rules on the game. You will find in the Chess Player Chronicle, for August, a letter on this subject.

G. W. Barras, of Ireland.—The Second Half-Yearly Volume of the Chess Player, by Kling.

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AUGUST 28, 1852.

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PROBLEM III. By Mr. SHAW.



White can mate in 4 moves.

## SOLUTION TO PROBLEM No. 2.

## WHITE.

1. Q. to K. seventh (check)
2. Q. takes Kt. (check)
3. R. to Q. fourth (check)
4. Q. to Q. B. square (ch.)
5. Q. to Q. second (check)
6. Q. to Q. Kt. fourth (ch.)
7. Kt. mates

## BLACK.

1. K. to Q. fourth
2. B. to K. fourth (a)
3. K. to Q. B. fourth
4. K. takes R. (best)
5. K. moves
6. K. moves

(a) Were Black to cover with Pawn, White would check with Q. at Q. eighth, followed with check at K. seventh, K. B. seventh, and then mate with Queen on Q. B. fourth.

## GAMES BY CORRESPONDENCE BY MESSRS. HARRIS AND PIERCY.

## No. 3.

## WHITE. (MR. H.)

1. P. to K. fourth
2. Kt. to K. B. third
3. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. Castles
7. P. to Q. fifth
8. P. to Q. R. fourth
9. B. to K. Kt. fifth
10. Q. Kt. to Q. second
11. B. to K. third
12. P. takes B.
13. B. to Q. Kt. fifth (ch)
14. P. takes P.
15. B. to K. second
16. Kt. to Q. B. fourth
17. Kt. to Q. Kt. sixth
18. Kt. takes B.
19. P. to Q. Kt. fourth
20. Q. to Q. Kt. square
21. P. takes P.
22. Kt. to Q. second
23. P. takes P.
24. Q. to Q. Kt. third
25. K. R. to Q. Kt. square
26. B. to Q. B. fourth
27. Kt. takes P.
28. R. to K. square
29. Kt. to Q. B. fifth
30. B. to Q. third

## BLACK. (MR. P.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. Q. to K. second
5. B. to Q. Kt. third
6. P. to Q. third
7. Kt. to Q. square
8. P. to Q. R. fourth
9. Kt. to K. B. third
10. P. to K. R. third
11. B. takes B.
12. Kt. to K. R. second
13. P. to Q. B. third
14. P. takes P.
15. Castles
16. Kt. to Q. Kt. second (a)
17. R. to Q. R. second
18. R. takes Kt.
19. Kt. to K. B. third
20. P. takes P.
21. P. to Q. fourth
22. Kt. to Q. third
23. Kt. takes P.
24. Q. to Kt. second
25. P. to K. fifth
26. Kt. to K. B. fourth
27. Kt. at Q. fourth takes K. P.
28. Q. to Kt. third
29. R. to K. second
30. R. at B. square to K. square

## WHITE.

31. B. takes Kt.
32. R. takes R.
33. P. to Q. R. fifth
34. Q. to Q. third
35. R. to K. square
36. R. takes R.
37. Q. to K. fourth (b)
38. Kt. takes Q.
39. Kt. to Q. B. fifth
40. P. to Q. R. sixth
41. P. to Q. B. seventh
42. K. to B. second (c)
43. K. to K. third
44. K. to Q. fourth
45. Kt. to K. fourth (check)
46. K. to B. fifth
47. K. to Kt. fourth
48. Kt. to B. fifth (check)
49. K. takes Kt.
50. P. Queens (check)
51. K. takes P.
52. K. to Q. fifth
53. P. to K. R. fourth
54. K. to K. fourth
55. P. takes P.
56. K. to B. fifth

## BLACK.

31. Kt. takes B.
32. R. takes R.
33. Q. to R. second
34. Kt. to K. sixth
35. Kt. to Q. fourth
36. Q. takes R.
37. Q. takes Q.
38. Kt. takes P.
39. Kt. to Q. fourth
40. Kt. to Kt. third
41. P. to K. B. third
42. K. to B. second
43. K. to K. second
44. K. to Q. third
45. K. to B. second
46. Kt. to Q. second (check)
47. K. to Kt. second
48. Kt. takes Kt.
49. P. to K. B. fourth (d)
50. K. takes Q.
51. P. to K. B. fifth
52. K. to Kt. second
53. P. to K. Kt. fourth
54. R. to B. third
55. P. takes P.
56. K. to Q. fourth and draws.

(a) B. to Q. R. third would have been better.

(b) Why not Q. to Q. second?

(c) Mr. Harris considers that Kt. to K. sixth at this juncture, would have won; it would have held K. and P. at bay, whilst his P. employed his Kt. to guard it,

(d) Thoroughly analysed. The only move on the board to draw the game.

~~~~~  
MR. C. F. SMITH GIVES Q. R. AND Q. Kt. TO AN AMATEUR.

WHITE. (MR. C. F. S.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. B. to Q. B. fourth
4. P. to Q. fourth
5. P. to Q. B. third
6. Castles
7. Q. B. takes Kt.
8. Kt. takes Kt.
9. K. B. takes P. (check)
10. Q. B. mates

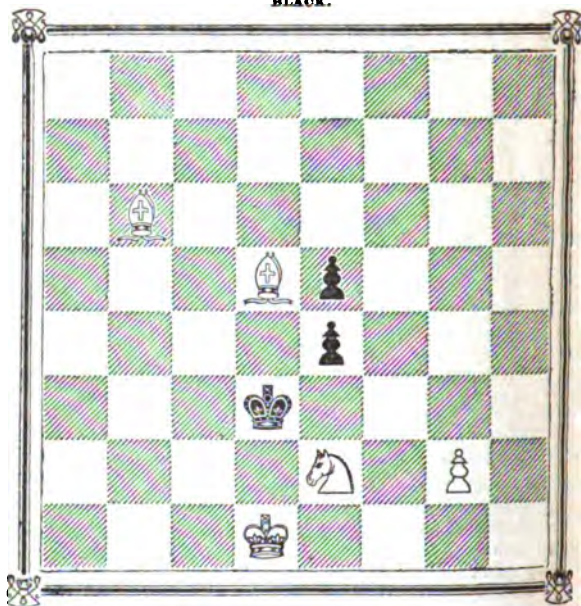
BLACK. (AMATEUR.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. Kt. to K. R. third
4. P. takes P.
5. P. to Q. third
6. B. to K. Kt. fifth
7. Q. Kt. to K. fourth
8. B. takes Q.
9. K. to K. second

The termination is pretty, but such checkmates are not frequent.

ENIGMA No. III. BY MR. GRIMSHAW.

BLACK.



WHITE.

White playing first to mate in four moves.

SOLUTION TO ENIGMA No. II.

WHITE.

1. P. to Q. Kt. seventh
2. P. becomes a Kt.
3. Kt. mates

BLACK.

1. K. moves
2. K. moves

GAME BETWEEN MESSRS. KEMP AND ROBINSON.

WHITE (Mr. R.)

1. P. to K. fourth
2. P. to K. B. fourth
3. P. takes K. B. P.
4. Q. to K. R. fifth (check)
5. P. takes Kt. P.
6. Q. takes K. P. (ch)
7. P. takes Q.
8. Kt. to K. B. third
9. P. takes P.
10. B. to K. second (a)
11. P. to K. R. third
12. K. to Q. square
13. Q. Kt. to B. third
14. P. to Q. third
15. B. takes B.
16. Kt. to K. fourth
17. Kt. takes B.
18. B. to K. B. fourth (b)
19. R. to K. B. square
20. B. to Q. second
21. P. to Q. B. fourth
22. K. to Q. B. second
23. Q. R. to K. square
24. B. to Q. B. third
25. R. to K. sixth
26. R. takes R.
27. B. to Kt. seventh
28. R. takes Kt.
29. R. takes R. P.
30. R. to R. eighth [ch]
31. B. to Q. fourth
32. R. to R. fourth
33. K. to B. third
34. P. to Q. Kt. fourth
35. Kt. to K. fourth
36. R. to R. sixth
37. Kt. takes Q. P. (ch)
38. P. to Q. Kt. fifth [ch]
39. P. takes Kt.

BLACK. [Mr. K.]

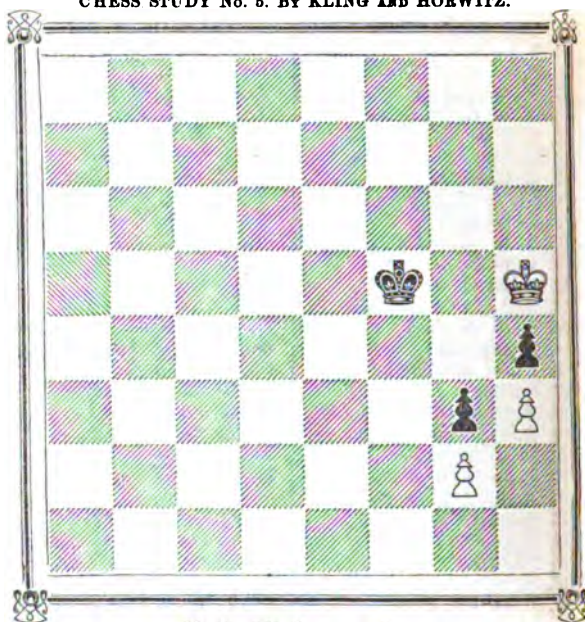
1. P. to K. fourth
2. P. to K. B. fourth
3. Q. to K. B. third
4. P. to K. Kt. third
5. R. P. takes P.
6. Q. takes Q. [ch]
7. Kt. to Q. B. third
8. P. to Q. third
9. B. takes P.
10. B. to K. Kt. fifth
11. B. to Kt. sixth [ch]
12. Castles
13. K. Kt. to B. third
14. B. takes Kt.
15. Kt. to Q. fifth
16. Kt. takes B.
17. Kt. to K. fourth
18. Kt. to B. second
19. Kt. to Q. fourth
20. K. R. to B. square
21. Kt. to K. second
22. P. to Q. Kt. third
23. Kt. to B. third
24. R. to Q. second
25. R. to Q. third
26. P. takes R.
27. R. to K. square
28. Kt. to Q. square
29. Kt. to B. third
30. Kt. to Kt. square
31. K. to Kt. second
32. Kt. to B. third
33. R. to K. B. square
34. R. to B. fifth
35. K. to B. second
36. K. to Kt. second
37. K. takes R.
38. K. to R. fourth

Black resigns.

(a) B. to Q. Kt. 5th, is more attacking.

(b) Preventing the contemplated capture of the second P'

CHESS STUDY No. 5. BY KLING AND HORWITZ.



Black with the move draws.

SOLUTION TO CHESS STUDY No. III.

WHITE.

1. K. to R fifth
2. P. to Q. B. sixth (a)
3. P. to K. Kt. fifth
4. P. to K. Kt. sixth
5. P. to K. Kt. seventh
6. Pawn Queens
7. Q. to K. Kt. fifth (ch.)
8. Q. to K. Kt. sixth (ch.)
9. Q. to K. sixth (check)
10. Q. takes Q. (check)

BLACK.

1. P. to K. fourth
2. P. takes P.
3. P. to K. fifth
4. P. to K. sixth
5. P. to K. seventh
6. P. Queens
7. K. to K. B. sixth (best)
8. K. to K. sixth
9. K. to Q. seventh

And wins.

(a) This move is necessary, as will be perceived on the eighth move, to enable White Queen to check on K. sixth, and forcing the exchange of Queens.

CHESS STUDY No. 6., BY KLING AND HORWITZ.

BLACK.



WHITE.

White with the move draws.

~~~~~  
SOLUTION TO CHESS STUDY No. 4.

WHITE.

1. R. to K. Kt. eighth (ch) (a)
2. R. to K. R. eighth
3. R. takes P.
4. R. to Q. Kt. second (b)
5. K. to K. B. fourth (c)
6. R. to Q. Kt. fourth
7. K. to K. fifth
8. R. takes P.

BLACK.

1. K. to K. B. eighth
2. K. to K. eighth
3. K. to Q. eighth
4. P. to Q. Kt. fourth
5. K. to Q. B. eighth
6. K. to Q. B. seventh
7. K. to Q. B. sixth

And draws.

(a) Were Black to play K. to R. eighth, White would win by playing K. to K. B. second.

(b) The only move to draw the game.

(c) An important move.

## GAME BETWEEN Mr. MONGREDIEN AND Mr. JONES.

| BLACK. (Mr. MONGREDIEN.)      | WHITE. (Mr. JONES.)       |
|-------------------------------|---------------------------|
| 1. P. to K. fourth            | 1. P. to K. fourth        |
| 2. P. to K. B. fourth         | 2. P. takes P.            |
| 3. Kt. to K. B. third         | 3. P. to K. Kt. fourth    |
| 4. P. to K. R. fourth         | 4. P. to K. Kt. fifth     |
| 5. Kt. to K. fifth            | 5. P. to K. R. fourth     |
| 6. B. to Q. B. fourth         | 6. Kt. to K. R. third     |
| 7. P. to Q. fourth            | 7. P. to Q. third         |
| 8. Kt. to Q. third            | 8. B. to K. second        |
| 9. B. takes P. at K. B. fifth | 9. Kt. to Q. B. third     |
| 10. P. to Q. B. third         | 10. Kt. to Q. R. fourth   |
| 11. B. to Q. Kt. third        | 11. B. to Q. second       |
| 12. Q. to Q. second [a]       | 12. Kt. takes B.          |
| 13. P. takes Kt.              | 13. Kt. to Kt. square     |
| 14. P. to K. Kt. third        | 14. P. to Q. R. third [b] |
| 15. P. to K. fifth            | 15. B. to Q. B. third     |
| 16. R. to K. B. square        | 16. B. to K. B. sixth     |
| 17. Q. to K. third            | 17. Q. to Q. second       |
| 18. Kt. to Q. second          | 18. B. to Q. B. third     |
| 19. Kt. to Q. Kt. fourth      | 19. P. to Q. fourth       |
| 20. Kt. takes B.              | 20. Q. takes Kt.          |
| 21. P. to Q. B. fourth        | 21. Castles               |
| 22. P. to Q. B. fifth         | 22. P. to K. B. third     |
| 23. Q. to Q. third            | 23. P. takes P.           |
| 24. B. takes P.               | 24. R. to K. R. third     |
| 25. P. to Q. Kt. fourth       | 25. K. to Kt. square      |
| 26. R. to Q. R. fifth         | 26. B. to K. B. third     |
| 27. B. takes B.               | 27. Kt. takes B.          |
| 28. K. to Q. square           | 28. R. to K. square       |
| 29. P. to Q. Kt. fifth        | 29. P. takes P.           |
| 30. Q. to Q. R. third         | 30. P. to Q. Kt. third    |
| 31. P. takes P.               | 31. P. takes P.           |
| 32. R. to Q. R. seventh       | 32. Kt. to Q. second      |
| 33. R. to K. B. seventh       | 33. K. R. to K. third     |
| 34. R. to K. B. square [c]    |                           |

And White ultimately won the game.

[a] Tempting White to take R. P. which would cost a piece.

[b] Lost time. P to Queen, B. third, liberating Queen, would have been better.

[c] Owing to the lateness of the hour the game was not finished, but the position is decidedly in White's favour.

GAME PLAYED AT THE LONDON CHESS CLUB, BETWEEN  
MESSRS. MEDLEY AND MONGREDIEN.

## WHITE. (MEDLEY.)

1. P. to K. fourth
2. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to Q. fifth
10. Kt. takes Kt.
11. B. to Q. Kt. second
12. K. to R. square
13. P. to K. B. fourth
14. P. to K. fifth (a)
15. Q. to K. R. fifth (check)
16. Q. to K. second
17. B. to Q. Kt. fifth (check)
18. Q. takes B.
19. Q. to K. sixth (check)
20. B. to Q. R. third (check)
21. P. takes P. (check) (c)
22. Kt. to B. third (d)
23. Q. takes Q. (check)
24. R. takes P.
25. Q. R. to Q. B. square
26. Kt. to K. fourth
27. Kt. to Q. Kt. fifth
28. R. to B. seventh (check)
29. Kt. to K. sixth
30. P. takes R.
31. P. to K. seventh
32. R. to B. eighth (check)
33. Q. R. takes Kt. and Black resigns.

## BLACK. (MONGREDIEN.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. Kt. to K. fourth
10. P. takes Kt.
11. P. to K. B. third
12. Q. to Q. third
13. P. takes P.
14. Q. to Q. Kt. fifth
15. P. to K. Kt. third
16. B. to K. Kt. fifth (b)
17. K. to B. second
18. Q. takes K. B.
19. K. to B. square
20. K. to Kt. second
21. Kt. takes P.
22. Q. to Q. second
23. Kt. takes Q.
24. K. R. to K. square
25. Q. R. to Q. square
26. B. to Q. fifth
27. B. to K. fourth
28. K. to Kt. square
29. R. takes Kt.
30. Kt. to K. B. third
31. R. to K. square
32. K. to Kt. second

(a) A very effective move.

(b) The only move to prevent ruin.

[c] P. taking P. with Rook would have been stronger, as would have prevented Black from bringing his Rooks into play.

[d] Why not take P. with Rook?

## GAME BETWEEN MR. MONGREDIEN AND MR. JONES.

## BLACK. (MR. MONGREDIEN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. B. to Q. B. fourth
7. P. to Q. fourth
8. Kt. to Q. third
9. B. takes P. at K. B. fifth
10. P. to Q. B. third
11. B. to Q. Kt. third
12. Q. to Q. second [a]
13. P. takes Kt.
14. P. to K. Kt. third
15. P. to K. fifth
16. R. to K. B. square
17. Q. to K. third
18. Kt. to Q. second
19. Kt. to Q. Kt. fourth
20. Kt. takes B.
21. P. to Q. B. fourth
22. P. to Q. B. fifth
23. Q. to Q. third
24. B. takes P.
25. P. to Q. Kt. fourth
26. R. to Q. R. fifth
27. B. takes B.
28. K. to Q. square
29. P. to Q. Kt. fifth
30. Q. to Q. R. third
31. P. takes P.
32. R. to Q. R. seventh
33. R. to K. B. seventh
34. R. to K. B. square [c]

## WHITE. (MR. JONES.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. Kt. to K. R. third
7. P. to Q. third
8. B. to K. second
9. Kt. to Q. B. third
10. Kt. to Q. R. fourth
11. B. to Q. second
12. Kt. takes B.
13. Kt. to Kt. square
14. P. to Q. R. third [b]
15. B. to Q. B. third
16. B. to K. B. sixth
17. Q. to Q. second
18. B. to Q. B. third
19. P. to Q. fourth
20. Q. takes Kt.
21. Castles
22. P. to K. B. third
23. P. takes P.
24. R. to K. R. third
25. K. to Kt. square
26. B. to K. B. third
27. Kt. takes B.
28. R. to K. square
29. P. takes P.
30. P. to Q. Kt. third
31. P. takes P.
32. Kt. to Q. second
33. K. R. to K. third

And White ultimately won the game.

[a] Tempting White to take R. P. which would cost a piece.  
 [b] Lost time. P to Queen, B. third, liberating Queen, would have been better.

[c] Owing to the lateness of the hour the game was not finished, but the position is decidedly in White's favour.

GAME PLAYED AT THE LONDON CHESS CLUB, BETWEEN  
MESSRS. MEDLEY AND MONGREDIEN.

## WHITE. (MEDLEY.)

1. P. to K. fourth
2. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth
8. P. takes P.
9. P. to Q. fifth
10. Kt. takes Kt.
11. B. to Q. Kt. second
12. K. to B. square
13. P. to K. B. fourth
14. P. to K. fifth (a)
15. Q. to K. R. fifth (check)
16. Q. to K. second
17. B. to Q. Kt. fifth (check)
18. Q. takes B.
19. Q. to K. sixth (check)
20. B. to Q. R. third (check)
21. P. takes P. (check) (c)
22. Kt. to B. third (d)
23. Q. takes Q. (check)
24. R. takes P.
25. Q. B. to Q. B. square
26. Kt. to K. fourth
27. Kt. to Q. Kt. fifth
28. R. to B. seventh (check)
29. Kt. to K. sixth
30. P. takes R.
31. P. to K. seventh
32. R. to B. eighth (check)
33. Q. R. takes Kt. and Black resigns.

## BLACK. (MONGREDIEN.)

1. P. to K. fourth
2. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. to Q. third
7. P. takes P.
8. B. to Q. Kt. third
9. Kt. to K. fourth
10. P. takes Kt.
11. P. to K. B. third
12. Q. to Q. third
13. P. takes P.
14. Q. to Q. Kt. fifth
15. P. to K. Kt. third
16. B. to K. Kt. fifth (b)
17. K. to B. second
18. Q. takes K. B.
19. K. to B. square
20. K. to Kt. second
21. Kt. takes P.
22. Q. to Q. second
23. Kt. takes Q.
24. K. B. to K. square
25. Q. B. to Q. square
26. B. to Q. fifth
27. B. to K. fourth
28. K. to Kt. square
29. R. takes Kt.
30. Kt. to K. B. third
31. R. to K. square
32. K. to Kt. second

(a) A very effective move.

(b) The only move to prevent ruin.

[c] P. taking P. with Rook would have been stronger, as would have prevented Black from bringing his Rooks into play.

[d] Why not take P. with Rook?

GAME BETWEEN Mr. BUCKLE AND Mr. SIMONS.  
MR. BUCKLE, GIVES THE ODDS OF PAWN AND MOVE.

Remove Black's K. B. P.

| WHITE. (MR. SIMONS.)        | BLACK. (MR. BUCKLE.)       |
|-----------------------------|----------------------------|
| 1. P. to K. fourth          | 1. P. to K. third          |
| 2. P. to Q. fourth          | 2. P. to Q. fourth         |
| 3. B. to Q. third           | 3. P. takes P.             |
| 4. K. takes P.              | 4. Kt. to K. B. third      |
| 5. B. to K. Kt. fifth       | 5. P. to Q. B. fourth      |
| 6. B. takes Kt.             | 6. Q. takes B.             |
| 7. Kt. to K. B. third       | 7. Kt. to Q. second        |
| 8. Castles                  | 8. B. to Q. third.         |
| 9. P. to Q. fifth           | 9. P. to K. fourth         |
| 10. Kt. to Q. B. third      | 10. Castles                |
| 11. Q. to Q. third          | 11. P. to K. Kt. third     |
| 12. Q. R. to K. square      | 12. P. to Q. R. third      |
| 13. Kt. to Q. second (a)    | 13. P. to Q. Kt. fourth    |
| 14. P. to Q. R. fourth      | 14. P. to Q. Kt. fifth     |
| 15. Kt. to K. second.       | 15. P. to Q. R. fourth     |
| 16. P. to Q. B. fourth      | 16. Q. to K. B. second     |
| 17. P. to Q. Kt. third      | 17. Kt. to K. B. third     |
| 18. Kt. to K. Kt. third     | 18. K. to K. Kt. second    |
| 19. Kt. to K. B. third      | 19. B. to K. Kt. fifth     |
| 20. Kt. to K. Kt. fifth     | 20. Q. to K. square        |
| 21. P. to K. R. third       | 21. P. to K. R. third      |
| 22. Kt. to K. R. seventh    | 22. Kt. takes Kt.          |
| 23. P. takes B.             | 23. R. to K. B. third      |
| 24. R. to K. third          | 24. Kt. to Kt. fourth      |
| 25. K. R. to K. square      | 25. Q. to Q. second        |
| 26. B. takes Kt. P. (b)     | 26. R. takes B.            |
| 27. Kt. to B. fifth (check) | 27. Kt. to R. square       |
| 28. Kt. takes B.            | 28. Q. takes Kt.           |
| 29. R. takes P.             | 29. Q. R. to K. Kt. square |
| 30. R. to Kt. seventh.      | 30. Q. R. to Kt. second    |
| 31. R. to K. eighth (check) | 31. K. to R. second        |
| 32. Q. to K. B. fifth       | 32. Q. R. to B. second     |
| 33. Q. to Q. B. eighth      | 33. Q. to K. B. third      |
| 34. P. to K. B. fourth      | 34. Q. to Q. fifth (check) |
| 35. Kt. to R. second        | 35. Q. R. takes P.         |

Black ultimately won the game.

(a) Lost time, P. to K. R. fourth, would have been more effective.

(b) A rash sacrifice.



# CHess LESSONS, FOR JUVENILES.

BY KLING AND HORWITZ.

## KING'S GAMBIT.

- |                                                                |                                                         |
|----------------------------------------------------------------|---------------------------------------------------------|
| <p>WHITE.<br/>1. P. to K. fourth<br/>2. P. to K. B. fourth</p> | <p>BLACK.<br/>1. P. to K. fourth<br/>2. P. takes P.</p> |
|----------------------------------------------------------------|---------------------------------------------------------|

Black, instead of taking Pawn, can now play Pawn to Q. fourth, or B. to Q. B. fourth or any other move, which may be termed—refusing or refused Gambit. But when once the two moves are played on both sides, as shown above, it is called King's Gambit.

- |                                         |                                          |
|-----------------------------------------|------------------------------------------|
| <p>WHITE.<br/>3. Kt. to K. B. third</p> | <p>BLACK.<br/>3. P. to K. Kt. fourth</p> |
|-----------------------------------------|------------------------------------------|

Now it is called King's Knight's Gambit, as Kt. is played out, but were White to play B. to Q. B. fourth, instead of Kt. to K. B. third, it would be called King's Bishop's Gambit; of the latter we shall speak hereafter, at present we will solely proceed with the King's Knight's Gambit, and its branches.

- |                                         |                                         |
|-----------------------------------------|-----------------------------------------|
| <p>WHITE.<br/>4. P. to K. R. fourth</p> | <p>BLACK.<br/>4. P. to K. Kt. fifth</p> |
|-----------------------------------------|-----------------------------------------|

This is now called the Algaier Gambit, it is well to acquaint the learner, that this and some other names of Gambits, have taken their origin from the respective authors who have treated on or invented these different attacks or defences.

**A FINE CONTEST PLAYED AT KLING'S CHESS ROOMS,  
BETWEEN TWO STRONG PLAYERS.**

~~~~~

WHITE GIVES PAWN AND TWO MOVES.

WHITE.

1. P. to K. fourth
2. P. to Q. fourth
3. B. to K. third
4. B. to Q. B. fourth
5. P. to Q. fifth
6. Kt. to Q. B. third
7. P. to K. Kt. third
8. K. Kt. to K. second (a)
9. Castles
10. P. takes Kt.
11. P. to K. B. fourth
12. P. to K. B. fifth
13. B. to Q. Kt. third
14. Kt. to Q. fourth (b)
15. Q. to K. B. fifth
16. Kt. to K. sixth
17. Q. R. to Q. square
18. P. to K. B. sixth (c)
19. B. to Q. R. fourth (ch)
20. P. takes P. (check)
21. K. takes B.
22. K. to Q. second
23. K. takes Kt.

BLACK.

2. Kt. to Q. B. third
3. P. to K. fourth
4. Kt. to K. B. third
5. Kt. to K. second
6. K. to K. Kt. third
7. B. to Q. Kt. fifth
8. Kt. takes K. sixth
9. Kt. takes Kt.
10. B. to Q. B. fourth
11. P. to K. fifth
12. Kt. to K. fourth
13. P. to Q. third
14. K. B. takes P.
15. Kt. to K. B. second
16. Q. to K. second
17. K. to Q. second
18. B. takes P.
19. P. to Q. B. third
20. P. takes P.
21. B. takes P. (ch)
22. Q. to Q. fifth (ch)
23. Q. to Q. Kt. fifth (ch)
24. Q. mates

(a) Black, by sacrificing Pawn, gains a tempo, bringing all his pieces into action.

(b) Black loses no time.

(c) An excellent move, White after this move is in great distress.

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SEPTEMBER 4, 1852.

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PROBLEM IV. By Mr. Mc GAHEY.



White compels Black to give check-mate in six moves.

CHES PLAYER.

SOLUTION TO PROBLEM No. III.

WHITE.	BLACK.
1 Kt. to Q. fifth (dis ch.)	1 K. to K. B. fourth
2 R. takes B. [ch]	2 R. takes R.
3 Q. to K. B. fourth (ch)	3 any move
4 Q. or Kt. mates	

GAME BETWEEN Mr. MONGREDIEN AND Mr. HORWITZ.

WHITE. (MONGREDIEN.)	BLACK. (HORWITZ.)
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to Q. third
4 P. to Q. fourth	4 P. to K. Kt. fourth
5 B. to Q. B. fourth	5 B. to Kt. second
6 Castles	6 P. to Q. B. third
7 Kt. takes P.	7 Q. takes Kt.
8 Q. B. takes P.	8 Q. to K. Kt. third
9 Kt. to Q. B. third	9 K. Kt. to K. second
10 Q. to Q. third	10 P. to Q. fourth (a)
11 B. to Q. Kt. third	11 Q. B. to K. third
12 K. R. to B. third	12 R. to K. Kt. square
13 R. to K. Kt. third	13 Q. to B. fourth
14 R. to Kt. fifth	14 B. takes P. [ch]
15 Q. takes B.	15 R. takes B.
16 K. P takes P.	16 Q. to Kt. fifth
17 Q. to Q. second	17 R. takes P.
18 B. takes R.	18 B. takes B.
19 R. to K. fourth	19 Kt. to Q. second
20 B. to Q. sixth	20 B. to K. third
21 Kt. to K. fourth	21 K. Kt. to B. fourth
22 Q. to Q. Kt. fourth (b)	22 Castles
23 B. to K. seventh.	23 Kt. takes B.
24 Kt. to Q. sixth (ch)	24 K. to B. second
25 Kt. to K. fourth	25 K. Kt. to B. fourth
26 Q. to Q. R. fifth (check)	26 Kt. to K. Kt. third

And White resigns.

(a) If White were to take Pawn with Pawn, White would exchange Queen, and then take P. with Bishop check, and thus win easily.

(b) B. to Q. B. seventh would have been stronger.

GAME BETWEEN Mr. MONGREDIEN AND Mr. HORWITZ.

WHITE. (Mr. MONGREDIEN.)

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 Kt. takes K. B. P.
- 9 B. takes R. (check)
- 10 B. takes P.
- 11 Q. to Q. second
- 12 Q. takes B. (check)
- 13 Q. to K. third
- 14 Kt. to Q. B. third
- 15 Castles [Q. R.]
- 16 Kt. to Q. fifth
- 17 K. R. to B. square
- 18 P. to K. fifth
- 19 P. takes P.
- 20 Kt. to K. B. fourth
- 21 Kt. takes R. P.
- 22 Kt. to K. B. fourth
- 23 P. to Q. B. fourth
- 24 R. to Q. seventh (check)
- 25 Q. takes R.
- 26 Q. takes Kt. (check)
- 27 Q. to K. B. fifth (check)
- 28 Kt. to K. Kt. sixth (check)
- 29 Kt. to K. fifth (dis. ch.)

BLACK. [Mr. HORWITZ.]

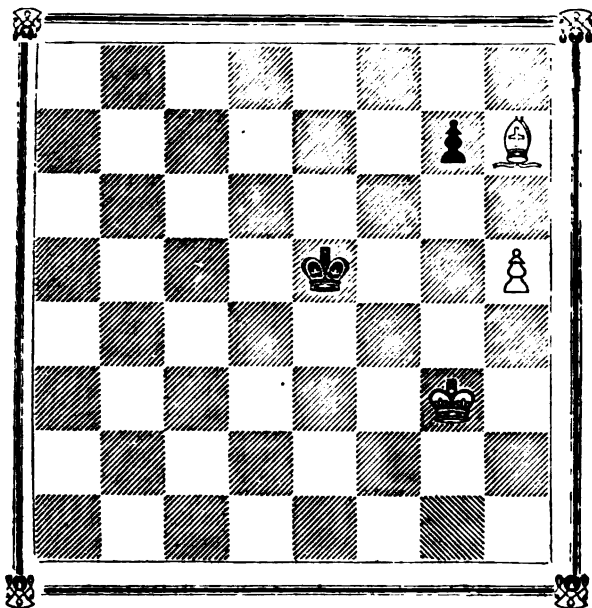
- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. B. fourth
- 6 R. to K. R. second
- 7 P. to Q. third (a)
- 8 R. takes Kt.
- 9 K. takes B.
- 10 B. to K. R. third
- 11 B. takes B.
- 12 Q. to K. B. third
- 13 K. to K. Kt. third
- 14 Kt. to Q. B. third
- 15 B. to Q. second
- 16 Q. to K. Kt. second
- 17 K. to K. R. second
- 18 P takes P.
- 19 Kt. takes P.
- 20 R. to K. square
- 21 Q. to K. R. third (b)
- 22 B. to Q. Kt. fourth
- 23 B. takes P.
- 24 Kt. takes R.
- 25 B. takes R.
- 26 Q. to K. Kt. second. (c)
- 27 K. to K. R. square
- 28 K. to K. R. second
- 29 Resigns.

(a) P. to K. B. sixth is the proper move.

(b) The only move.

(c) K. to R. square would have been the winning move.

CHESSE STUDY NO VII. BY LOEWENTHAL.



White with the move wins.

SOLUTION TO CHESSE STUDY NO. V.

- 1 K. to K. fourth
- 2 K. to K. B. fifth
- 3 K. to K. sixth
- 4 K. to K. B. seventh
- 5 K. takes P.
- 6 K. to K. B. sixth

- 1 K. takes P.
- 2 K. to K. R. fourth
- 3 K. to K. Kt. sixth
- 4 P. to K. R. fourth
- 5 P to K. R. fifth

And draws.

GAME PLAYED BETWEEN MR. LOEWENTHAL AND MR. SIMONS.

WHITE. (MR. L.)	BLACK. (MR. S.)
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 Kt. to K. second
4 P. to Q. fourth	4 P. to Q. fourth
5 P. to K. fifth	5 Kt. to K. Kt. third
6 B. to Q. third	6 P. to K. B. fourth
7 P. takes P. (<i>en passant</i> .)	7 Q. takes P.
8 Castles	8 B. to Q. third
9 Kt. to K. fifth	9 B. takes Kt.
10 P. takes B.	10 Q. to Q. Kt. third (ch.)
11 K. to R. square	11 Castles
12 K. B. takes Kt.	12 Q. takes K. B.
13 Q. B. takes B.	13 Q. B. to B. fourth
14 Q. takes Q. P. (ch.)	14 K. to R. square
15 Q. B. to Kt. third	15 Kt. to Q. B. third
16 Kt. to Q. R. third (a)	16 Q. R. to Q. square
17 Q. to Q. B. fifth	17 P. to Q. Kt. third
18 Q. to Q. B. second	18 Kt. to Q. fifth
19 Q. R. to K. square	19 P. to Q. B. fourth
20 K. R. to B. second	20 B. to K. fifth
21 K. R. to Q. second	21 Q. to K. B. fourth
22 K. to Kt. square	22 Q. to K. Kt. fifth
23 Q. to K. third	23 B. to Q. B. third
24 P. to K. R. third	24 Q. to K. Kt. third
25 P. to K. sixth	25 K. R. to K. B. sixth
26 P. to K. seventh	26 Q. R. to K. square
27 P. takes R.	27 Q. takes B. (ch.)
28 K. R. to Kt. second	28 Q. takes Q. R. (ch.)
29 Q. takes Q.	29 Kt. takes B. P. (ch.)
30 K. to B. square	30 Kt. takes Q. and wins.

[a] This Kt should have been played to second B third. The attempt to preserve the second B P.; when playing with an inferior opponent is quite opposed to M. Loewenthal's vigorous style of play.

GAME BETWEEN MESSRS. BROWNE AND DYSON.

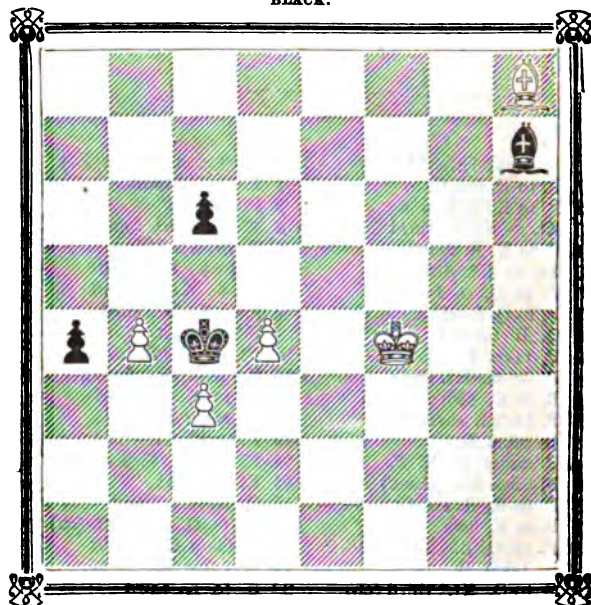
BLACK. [Mr. D.,]	WHITE. [Mr. B.]
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to K. Kt. fourth
4 P. to K. R. fourth	4 P. to Kt. fifth
5 Kt. to Kt. fifth	5 P. to K. R. fourth
6 B. to Q. B. fourth	6 Kt. to K. R. third
7 P. to Q. fourth	7 P. to K. B. third
8 Q. B. takes P.	8 P. takes Kt.
9 P. takes P.	9 Kt. to K. B. second
10 P. to K. Kt. sixth	10 Kt. to K. Kt. fourth
11 B. to K. fifth	11 R. to K. R. third
12 P. to Kt. seventh	12 B. takes P.
13 B. takes B.	13 R. to K. Kt. third
14 R. takes K. R. P.	14 Kt. to K. B. second
15 B. takes Kt. (check)	15 K. takes Kt.
16 R. to K. B. eighth	16 Q. to K. second
17 B. to K. fifth	17 Q. to Q. Kt. fifth (ch)
18 P. to Q. B. third	18 Q. takes Q. Kt P.
19 R. takes B.	19 Q. takes R.
20 Q. to Q. Kt. third (ch)	20 R. to K. third
21 Q. to Q. Kt. fourth	21 R. to K. second (a)
22 Q. to Q. B fourth (ch)	22 R. to K. third

Black mated in four moves.

(a) Black might have prolonged the game by R. to K. square.

CHESS STUDY BY KLING AND HORWITZ No. 8.

BLACK.



WHITE.

White with the move draws.

SOLUTION TO CHESS STUDY No. VI.

WHITE.

- 1 K. to Q. R. third
- 2 K. to Q. Kt. second
- 3 K. to Q. R. square
- 4 K. takes B.
- 5 K. to Q. B. square

BLACK.

- 1 K. to Q. fifth
- 2 K. to Q. sixth
- 3 B. to Q. Kt. eighth (a)
- 4 K. to Q. B. sixth

And draws.

[a] Black may vary his play, but cannot win if white plays correctly.

GAME PLAYED BETWEEN MR. LOEWENTHAL AND AN AMATEUR.

MR. L. GIVING THE ODDS OF THE KING'S KNIGHT.

Remove King's Knight from the Board.

WHITE. (MR. L.)	BLACK. (A.)
1 P. to K. fourth	1 P. to K. fourth
2 B. to B. fourth	2 Kt. to K. B. third
3 Castles	3 Kt. takes P.
4 Kt. to Q. B. third	4 Kt. to Q. third (a)
5 B. to Kt. third	5 B. to K. second
6 P. to Q. third	6 Castles
7 P. to K. B. fourth	7 P. takes P.
8 Q. B. takes P.	8 P. to Q. B. third
9 Q. to K. R. fifth	9 P. to Q. Kt. fourth (b)
10 B. takes Kt.	10 B. takes B.
11 B. takes P. [ch]	11 Kt. to R. square (c)
12 R. to K. B. fifth (d)	12 P. to K. R. third
13 Q. B. to K. B. square	13 Q. to K. second
14 Q. to K. Kt. sixth	14 Q. to K. R. fifth
15 R. to K. R. fifth	15 B. takes P. (check)
16 K. to R. square	

And Wins.

- [a] It is very injudicious for Black thus to block up his game.
 [b] What business has Black to lose his time on that side of the board?
 [c] The only way to rebut the attack and secure a safe game, is to sacrifice the exchange.
 [d] The position is now highly interesting.

~~~~~  
GAME BETWEEN MR. J. WATKINSON AND MR. BENDELACK.*Allgaier Gambit.*

| BLACK. [MR. W.]         | WHITE. (MR. B.)       |
|-------------------------|-----------------------|
| 1 P. to K. fourth       | 1 P. to K. fourth     |
| 2 P. to K. B. fourth    | 2 P. takes P.         |
| 3 K. Kt. to B. third    | 3 P. to K. Kt. fourth |
| 4 P. to K. B. fourth    | 4 P. to K. Kt. fifth  |
| 5 Kt. to K. fifth       | 5 P. to K. R. fourth  |
| 6 K. B. to Q. B. fourth | 6 R. to K. R. second  |
| 7 P. to Q. fourth       | 7 P. to Q. third      |
| 8 Kt. takes K. B. P.    | 8 R. takes Kt.        |
| 9 B. takes R. (check)   | 9 K. takes B.         |

| BLACK.                         | WHITE.                    |
|--------------------------------|---------------------------|
| 10 Q. B. takes P.              | 10 K. to Kt. second       |
| 11 B. to K. Kt. fifth          | 11 B. to K. second        |
| 12 Q. to her second            | 12 Q. Kt. to B. third (a) |
| 13 Q. Kt. to B. third          | 13 B. takes B.            |
| 14 R. P. takes B.              | 14 K. to Kt. third (b)    |
| 15 Q. Kt. to Q. fifth          | 15 Q. takes P.            |
| 16 Kt. to K. B. fourth (check) | 16 K. to R. third         |
| 17 R. takes K. R. P.           | 17 Q. takes R.            |
| 18 Kt. takes Q. (dis check)    | 18 K. takes Kt.           |
| 19 Castles                     | 19 K. to Kt. third        |
| 20 R. to K. B. square          | 20 K. Kt. to R. third     |
| 21 Q. to K. B. second          | 21 K. to R. second        |
| 22 R. to K. R. square          | 22 Q. B. to Q. second     |
| 23 Q. to K. B. seventh (ch.)   | 23 K. to R. square        |
| 24 R. takes Kt. mate           |                           |

(a) B. takes second B. followed by K. to Kt. third, would have been better play.

(b) This is now too late.

#### GAME PLAYED BETWEEN Mr. LOEWENTHAL AND AN AMATEUR

Mr. L., giving the odds of the King's Knight.

Remove King's Knight from the Board.

| WHITE. [Mr. L.]            | BLACK. (Mr. A.)           |
|----------------------------|---------------------------|
| 1 P. to K. fourth          | 1 P. to K. fourth         |
| 2 B. to Q. B. fourth       | 2 Kt. to K. B. third      |
| 3 Castles                  | 3 Kt. takes P.            |
| 4 Kt. to Q. B. third       | 4 Kt. takes Kt. (a)       |
| 5 Q. P. takes Kt.          | 5 P. to Q. B. third       |
| 6 R. to K. square          | 6 Q. to her Kt. third [b] |
| 7 R. takes P. (check)      | 7 B. to K. second         |
| 8 B. to K. Kt. fifth (c)   | 8 P. to K. B. third       |
| 9 Q. to R. fifth (ch.)     | 9 P. to K. Kt. third [d]  |
| 10 R. takes B. (check)     | 10 K. takes R.            |
| 11 Q. to K. second (check) |                           |

Resigns.

[a] This is an injudicious move, inasmuch as it enables White to bring all his pieces into play.

[b] It would have been better to have played B. to K. second, and then to castle.

[c] Extremely ingenious.

[d] K. to Q. square is preferable

# CHESS LESSONS, FOR JUVENILES.

ON K. KT. GAMBIT

BY KLING AND HORWITZ.

We have left off with the fourth move pushing Pawn to K. R. fourth, instead of which may be played B. to Q. B. fourth, answered by B. to K. Kt. second; from which point, it may be termed the Philidorian Gambit, the latter of which we shall treat of in our next number.

WHITE.

4 P. to K. R. fourth

BLACK.

| 4 P. to K. Kt. fifth

The following are the regular moves of the Algaier Gambit, commonly played.

WHITE.

4 P to K. R. fifth

5 Kt. to K. fifth

6 B. to Q. B. fourth

7 P. to Q. fourth

8 Kt. to Q. third

9 P. to K. Kt. third

BLACK.

| 4 P. to K. Kt. fifth

5 P. to K. R. fourth

6 Kt. to K. R. third

7 P. to Q. third

8 P. to K. B. sixth

This is now called Kieserilsky's Gambit, but lately, taking Pawn with Pawn, has been well analysed by Petroff Janish, and partly by Heidrebrand, and is now played generally thus—

WHITE.

9 P. takes P.

10 Q. B. to K. B. fourth (a)

11 K. to Q. second

12 Q. takes P.

13 Q. to K. third—and now different modes of attacks and defences may take place. In our next number we will continue with the Philidorian gambit, by playing B. to Q. B. fourth, of the fourth move.

BLACK.

| 9 B. to K. second

10 B. takes P. (check)

11 P. takes P.

12 B. to K. Kt. fifth

## ANSWERS TO CORRESPONDENTS.

**TO OUR SUBSCRIBERS.**—We regret that we have been unable to fulfil our intentions, of furnishing our pages with an increased quantity of literary matter. The suddenness of the assumption of our editorial functions must furnish some excuse. We trust to do better for the future; and one means, to that end, will be the discontinuance of our weekly issue. By doing this, we shall, during the month, be the better able to procure and digest the Chess intelligence and literature of our own country and the continent.

We hope, bye-the-bye, to be able to give some short suitable essays, or treatises.

In future, therefore, there will be **NO WEEKLY ISSUE OF THE NEW CHESS PLAYER.** But **PART II.** will be published with the Magazines. Price 1s.

**Part I. is now ready.**

**G. W. Barras, of Ireland.**—The Second Half-Yearly Volume of the Chess Player, by Kling and Horwitz has just made its appearance. The Chess studies by the same author, are published at Sket's, King William Street, Strand.

**A. B.**—Peteroff has never written in any language but his own, but Major Jaeniel wrote his works in the French Language, his "Analyses Nouvelle" has been translated by G. Walker, and also by an Anonymous English Author.

**ROBERT.**—You are mistaken about the position given in the Illustrated News; but, as regards the Editor, you are right.

**A SUBSCRIBER.**—Thanks for the ingenious positions and games, they shall shortly appear. Send us your name and address, that we may communicate with you.

**MENHEIM.**—Mr. Horwitz will give you instructions in Chess. You can see him any evening you think proper, at Kling's Chess Rooms, 458, New Oxford Street.

**JUNIOR.**—Why ask? It has been repeatedly mentioned in all Chess Periodicals, that the King cannot Castle whilst being in Check.

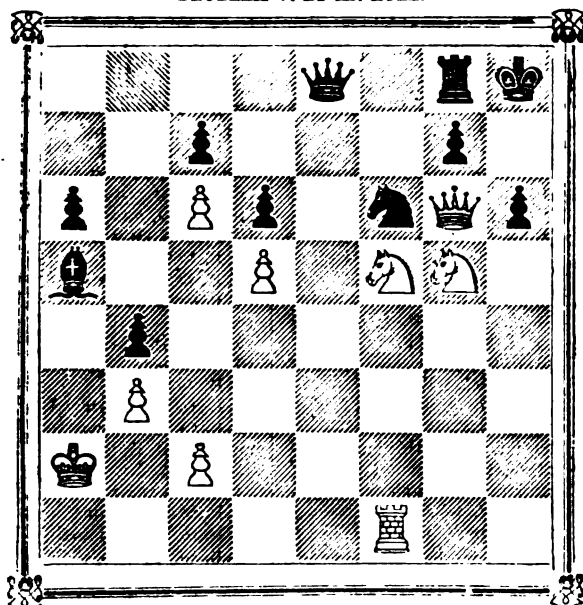
**BISHOPS.**—Our lessons in Chess are not intended for advanced players. You must practice as well as read.

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**LONDON:**

Printed by R. HASTINGS, (at the office of Potter and Balchin, 102, Cheap-side,) and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARTON, Marlborough-street; and at Rix's Divan, Strand; and at KLING'S Chess Rooms, 458, New Oxford Street.

PROBLEM V. By Mr. ROLL.



White mates in five moves.

SOLUTION TO PROBLEM No. IV.

- | WHITE.                     | BLACK.               |
|----------------------------|----------------------|
| 1 Q. to Q. Kt. sixth (ch)  | 1 Kt. to K. B. third |
| 2 Q. to K. B. seventh (ch) | 2 Kt. takes Q.       |
| 3 Kt. to Q. B. fifth (ch)  | 3 K. moves           |
| 4 K. to Q. B. eighth (ch)  | 4 K. moves           |
| 5 P. to Q. Kt. fifth (ch)  | 5 K. takes Kt.       |
| 6 B. to K. B. second       | 5 Q. takes B.        |

Mates.

## GAME BETWEEN Mr. HORWITZ AND Mr SCHULDER.

| WHITE. [Mr. H.]              | BLACK. [Mr. S.]           |
|------------------------------|---------------------------|
| 1 P. to Q. fourth            | 1 P. to K. B. fourth      |
| 2 P. to Q. B. fourth (a)     | 2 P. to Q. third          |
| 3 Kt. to Q. B. third         | 3 P. to K. third          |
| 4 P. to K. B. fourth         | 4 Kt. to K. B. third      |
| 5 Kt. to K. B. third         | 5 Kt. to Q. second        |
| 6 P. to K. third             | 6 P. to Q. Kt. third      |
| 7 Kt. to K. Kt. fifth        | 7 Q. to K. second         |
| 8 Kt. to Q. Kt. fifth        | 8 K. to Q. square (b)     |
| 9 Q. to K. B. third          | 9 P. to Q. fourth         |
| 10 P. to Q. Kt. third        | 10 P. to K. R. third      |
| 11 Kt. to K. R. third        | 11 P. to Q. R. third      |
| 12 Kt. to Q. B. third        | 12 B. to Q. Kt. second    |
| 13 B. to K. second           | 13 P. to Q. B. fourth     |
| 14 Kt. to K. B. second       | 14 P. takes Q. P.         |
| 15 K. P. takes P.            | 15 K. to Q. B. second     |
| 16 P. takes P.               | 16 Kt. takes P.           |
| 17 Kt. takes Kt. [ch]        | 17 B. takes Kt.           |
| 18 Q. to Q. B. third [ch]    | 18 K. to Q. Kt. second    |
| 19 Castles                   | 19 P. to K. Kt. fourth    |
| 20 Kt. to Q. third           | 20 R. to Q. B. square     |
| 21 Q. to Q. second           | 21 P. to K. Kt. fifth     |
| 22 Kt. to K. fifth           | 22 Kt. takes Kt.          |
| 23 B. P. takes Kt.           | 23 P. to K. R. fourth     |
| 24 Q. to Q. third            | 24 P. to Q. Kt. fourth    |
| 25 P. to Q. R. fourth        | 25 B. to K. fifth         |
| 26 Q. to Q. second           | 26 P. to Q. Kt. fifth (c) |
| 27 B. to Q. B. fourth        | 27 P. to K. B. fifth      |
| 28 Q. to K. second           | 28 R. to Q. B. third      |
| 29 B. to K. third            | 29 P. to K. R. sixth      |
| 30 P. to K. Kt. third        | 30 Q. to Q. second        |
| 31 P. to Q. R. fifth         | 31 B. to K. second        |
| 32 R. to Q. R. fourth        | 32 K. R. to Q. B. square  |
| 33 Q. R. to Q. R. square (d) | 33 B. to Q. fourth        |
| 34 K. R. to Q. B. square     | 34 B. to K. fifth         |
| 35 R. to Q. R. second        | 35 Q. to Q. square        |
| 36 B. takes Q. R. P (ch)     | 36 R. takes B.            |
| 37 Q. to Q Kt. fifth (ch)    | 37 R. to Q. Kt. third     |
| 38 Q. takes R. (ch.)         | 38 Q. takes Q.            |
| 39 P. takes Q.               | 39 R. takes R. [ch]       |
| 40 B. takes R.               | 40 K. takes P.            |
| 41 K. to B. second           | 41 B. to Q. fourth        |
| 42 B. to Q. second           | 42 K. to Q. Kt. fourth    |
| 43 R. to Q. Kt. second       | 43 B. to Q. square        |
| 44 K. to K. second           | 44 B. to Q. Kt. third     |



## WHITE.

- 45 B. to K. third
- 46 K. to Q. third
- 47 K. to Q. second
- 48 R. to Q. Kt. square
- 49 K. to Q. B. square
- 50 P. takes P.
- 51 R. to Q. Kt. second
- 52 K. to Q. second
- 53 K. to K. second
- 54 B. to K. Kt. square [e]
- 55 K. to K. third
- 56 R. to Q. R. second
- 57 R. to Q. R. sixth [ch]
- 58 R. to Q. R. eighth
- 59 P. to Q. fifth
- 60 P. to K. sixth
- 61 K. to Q. fourth
- 62 K. takes P.
- 63 R. to Q. Kt. eighth (ch)
- 64 K. to K. fifth
- 65 P. to K. B. fifth
- 66 P. to K. B. sixth
- 67 B. to Q. fourth
- 68 P. takes B.
- 69 P. to K. B. seventh
- 70 P. Queens (check)
- 71 Q. to K. B. fourth
- 72 Q. to K. third (ch)
- 73 R. to Q. eighth

## BLACK.

- 45 B. to Q. square
- 46 B. to K. fifth (c)
- 47 B. to Q. fourth
- 48 B. to Q. Kt. third
- 49 P. to K. B. fifth
- 50 P. to K. Kt. sixth
- 51 P. so K. Kt. seventh
- 52 B. to Q. square
- 53 B. to K. R. fifth
- 54 K. to K. B. third
- 55 B. to K. eighth
- 56 B. takes P.
- 57 K. to Q. Kt. fourth
- 58 B. to Q. B. seventh
- 59 P. takes P.
- 60 B. to K. R. fifth
- 61 P. to Q. Kt. sixth
- 62 K. to Q. Kt. fifth
- 63 K. to Q. B. sixth
- 64 K. to Q. seventh
- 65 K. to K. seventh
- 66 K. to K. B. eighth
- 67 B. to K. Kt. sixth (sixth ch)
- 68 P. to K. R. seventh
- 69 P. to Kt. eighth (Queens)
- 70 K. to K. second
- 71 Q. to K. Kt. seventh (f)
- 72 K. to Q. eighth

Black resigns.

---

GAME PLAYED BETWEEN MESSRS. KLING AND DYSON.

## BLACK. (Mr. K.)

- 1 P. to K. fourth
- 2 P. to Q. B. third
- 3 P. to K. B. fourth
- 4 Kt. to K. B. third
- 5 P. to K. fifth

## WHITE.

- 1 P. to Q. B. fourth
- 2 Kt. to Q. B. third
- 3 P. to K. third
- 4 P. to Q. fourth
- 5 P. to K. B. third

BLACK.  
 6 B. to Q. Kt. fifth  
 7 B. to Q. R. fourth  
 8 P. to Q. fourth  
 9 Castles  
 10 K to R.  
 11 P to K. R. third  
 12 B. to Q. B. second  
 13 P. to Q. R. fourth  
 14 P to Q. R. fifth  
 15 P. takes P.  
 16 P. to Q. Kt fourth  
 17 Kt. to Q. R. third  
 18 B. takes Kt.  
 19 Q. to Q. fourth  
 20 R. takes B.  
 21 K. R. to K. B. square  
 22 B. to Q. Kt. second  
 23 R. to Q. R. third  
 24 P. takes P.  
 25 B. takes R.  
 26 B. to Q. Kt. second  
 27 R to Q. R. square  
 28 B. to Q. square  
 29 P. to K. Kt. third  
 30 B. to K. R. fifth  
 31 K. to R. second  
 32 Q. to Q. square  
 33 B. to Q. fourth  
 34 Q. to K. second  
 35 R. to Q. R. sixth  
 36 R. to Q. Kt. sixth  
 37 Q. takes Q. Kt. P.  
 38 R. takes Q.  
 39 R. to Q. Kt seventh  
 40 B. takes Kt. (ch)

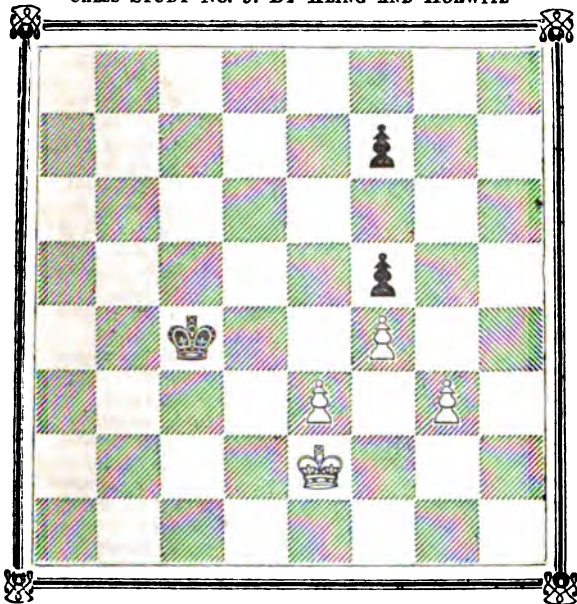
WHITE.  
 6 Q. to Q. Kt. third  
 7 B. to K. second  
 8 Kt. to K. R. third  
 9 B. to Q. second  
 10 P. to K. B. fourth  
 11 Castles (K. R.)  
 12 B to K. square  
 13 B. to K. R. fourth  
 14 Q. to Q. B. second  
 15 Kt. takes Q. R. P.  
 16 Kt. to Q. B. fifth  
 17 Kt. takes Kt.  
 18 P. to Q. K. fourth (a)  
 19 B. takes Kt.  
 20 Q. to Q. Kt. second  
 21 B. to Q. square  
 22 P. to Q. R. fourth  
 23 P. takes P.  
 24 R. takes R.  
 25 B. to Q. B. second  
 26 R. to Q. R. square  
 27 R. to Q. Kt.  
 28 Kt. to K. B. second  
 29 P. to K. Kt. fourth  
 30 P. to K. R. third  
 31 B. to Q. square  
 32 Q. to Q. second  
 33 R. to Q. B. square  
 34 Kt. to K. R. square  
 35 B. to K. second  
 36 K. to R. second  
 37 Q takes Q.  
 38 Kt. to K. Kt. third (b)  
 39 R. to K. square

And Wins.

(a) A weak move.

(b) A fatal move which lost the game in a few moves.

## CHESS STUDY No. 9. BY KLING AND HORWITZ



## SOLUTION TO CHESS STUDY. No. VII

## WHITE.

- 1 B. to K. Kt. sixth
- 2 K. to Q. fourth
- 3 K. to K. fifth

## BLACK.

- 1 K. to K. B. third
  - 2 K. to K. Kt. fourth or (A)
- And wins

## VAR. (A)

- 3 K. to K. fifth
- 4 B. to K. R. seventh
- 5 K. to K. fourth (a)
- 6 B. to K. Kt. sixth
- 7 K. to K. B. fifth
- 8 B. to K. R. seventh
- 9 P. to K. R. sixth

- 2 K. to K. second
  - 3 K. to K. B. square (best)
  - 4 K. to K. B. second
  - 5 K. to K. B. third
  - 6 K. to K. second
  - 7 K. to K. B. square
  - 8 P. to K. Kt. fourth
- And wins.

(a) Were White to play King to Bishops fourth or fifth; P. would check and draw the game as has been shown in our preceding study.

## GAME BETWEEN MR. HORWITZ AND MR. MONGREDIEN.

| WHITE. (MR. H.)             | BLACK. (MR. M.)             |
|-----------------------------|-----------------------------|
| 1 P. to K. fourth           | 1 P. to K. fourth           |
| 2 P. to K. B. fourth        | 2 P. takes P.               |
| 3 B. to Q. B. fourth        | 3 P. to Q. fourth           |
| 4 B. takes P.               | 4 P. to Q. B. third         |
| 5 B. to Q. Kt. third        | 5 K. B. to Q. B. fourth (a) |
| 6 B. takes B. P. [ch]       | 6 K. takes B.               |
| 7 Q. to K. R. fifth (check) | 7 P. to K. Kt. third        |
| 8 Q. takes B.               | 8 Kt. to K. B. third        |
| 9 P. to Q. third            | 9 Kt. to K. R. fourth       |
| 10 Kt. to K. B. third       | 10 R. to B. square          |
| 11 Castles                  | 11 K. to Kt. square         |
| 12 Q. to B. fourth [ch]     | 12 K. to R. square          |
| 13 B. to Q. second          | 13 P. to K. R. third (b)    |
| 14 B. to Q. B. third [ch]   | 14 K. to R. second          |
| 15 P. to Q. fourth          | 15 P. to Q. Kt. fourth      |
| 16 Q. to Q. third           | 16 P. to Q. B. fourth       |
| 17 P. to Q. Kt. fourth      | 17 B. to K. third           |
| 18 Kt. to K. fifth          | 18 Q. to K. square          |
| 19 Kt. to Q. second         | 19 P. to Q. R. fifth        |
| 20 P. to Q. R. third        | 20 Q. Kt. to R. third       |
| 21 Q. R. to K. square       | 21 Q. R. to Q. square       |
| 22 Q. Kt. to B. third       | 22 P. to K. Kt. fourth (c)  |
| 23 P. to Q. fifth           | 23 P. takes P.              |
| 24 P. takes P. [ch]         | 24 B. to B. fourth          |
| 25 Q. to Q. fourth          | 25 K. Kt. to B. third (d)   |
| 26 Q. to Q. R. seventh [ch] | 26 K. to Kt. square         |
| 27 Kt. to K. Kt. fourth     | 27 Q. to K. Kt. third       |
| 28 K. Kt. to K. fifth       | 28 Q. to R. fourth          |
| 29 Q. takes Kt.             | 29 P. to K. Kt. fifth       |
| 30 Kt. to Q. fourth         | 30 P. to K. Kt. sixth       |
| 31 Q. Kt. to B. third       | 31 Kt. to K. fifth          |
| 32 B. takes Kt.             | 32 B. takes R.              |
| 33 Q. to K. sixth [ch]      | 33 K. to R. second          |
| 34 Q. to K. seventh [ch]    | 34 K. to K. Kt. square      |
| 35 Kt. to Q. B. sixth       |                             |

And Black resigned.



- (a) This move loses a Pawn.  
 (b) The only move.  
 (c) Black exposes his King too much through this move.  
 (d) This costs a piece.

## CHESS STUDY NO. X. BY KLING AND HORWITZ.



White with the move can but draw.

## SOLUTION TO CHESS STUDY NO. VIII.

## WHITE.

- 1 P. to Q. fifth
- 2 P. to Q. B. fourth (ch)
- 3 K. to K. third
- 4 K. to Q. second

## BLACK.

- 1 K. takes P. or (A)
  - 2 K. takes P.
  - 3 K. takes P.
- And draws.

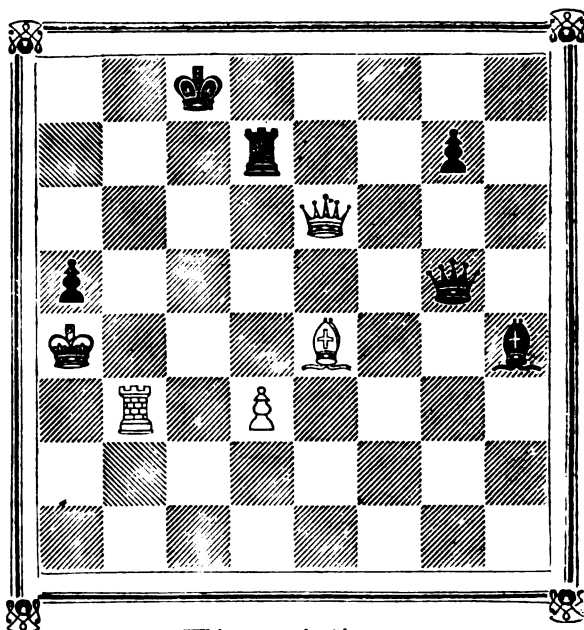
## Var (A.)

- 1
- 2 P. to Q. Kt. fifth
- 3 P. to Q. B. fourth (ch)
- 4 K. to K. third
- 5 K. to Q. second
- 6 B. to K. Kt. seventh
- 7 K. to Q. B. square

- 1 P. takes P.
- 2 K. takes P. (a)
- 3 P. takes P.
- 4 K. to Q. Kt. fifth
- 5 K. to Q. Kt. sixth
- 6 K. to Q. R. seventh

(a) Black may now push Pawn to Queen and allow White to do the same, however the game will still be the same, Black may likewise play B. to K. B. fourth, White takes B. Black takes P. White B. to K. B. sixth and draws.

## ENIGMA No. V. BY Mr. ROLL.



White mates in 4 moves.

## SOLUTION TO ENIGMA NO IV.

## WHITE.

- 1 Kt. takes B. (disc ch)
- 2 B. to K. B. eighth
- 3 Kt. to Q. B. (dis ch)
- 4 Kt. mates

## BLACK.

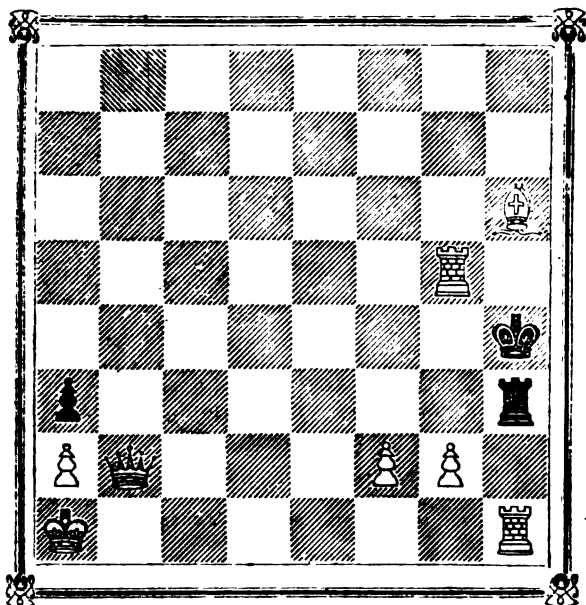
- 1 K. to R. square or (A)
- 2 Q. to K. R. third
- 3 Q. takes R.

## Var A

- 1
- 2 R. to K. B. eighth (ch)
- 3 B. to Q. sixth (ch)
- 4 Kt. mates

- 1 K. takes Kt.
- 2 K. moves
- 3 K. moves

**PROBLEM VI. BY HERR. KLING.**



**White compels Black to mate him in five 'moves.**

**GAME BETWEEN Mr. SIMONS AND Mr. BODEN.**

**BLACK (Mr. Simons).**

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 Kt. to Q. B. third
- 4 P. to Q. fourth
- 5 K. Kt. retakes P
- 6 Kt. takes P
- 7 Q. B. to K. Kt. fifth
- 8 B takes K. Kt.
- 9 K. B. to Q. B. fourth
- 10 Castles
- 11 Kt. takes K. B. (ch)
- 12 K. B. to K. (ch)
- 13 K. B. to Q. Kt. third
- 14 Q. to Q. second

**WHITE (Mr. Boden).**

- 1 P. to K. fourth
- 2 P. to Q. third.
- 3 P. to K. B. fourth
- 4 K. P. takes Q. P.
- 5 P. takes K. P.
- 6 Kt. to K. B. third
- 7 K. B. to K. second
- 8 B. takes B.
- 9 P. to Q. B. third
- 10 P. to Q. fourth
- 11 Q. takes Kt.
- 12 K. to Q. sq.
- 13 K. R. to K. B.
- 14 Q. Kt. to Q. R. third

## BLACK.

- 15 P. to Q. B. fourth
- 16 Kt. to K. B. third
- 17 K. R. to K. fifth
- 18 Q. R. to K. square
- 19 Kt. takes Q. P.
- 20 Q. takes Q. P. (ch)
- 21 R. to K. seventh (ch)
- 22 Q. to Q. second
- 23 Q. R. to K. sixth (b)
- 24 Q. takes Q.
- 25 Q. R. to K. fourth
- 26 K. R. to K. fifth
- 27 Q. R. to K. B. fourth
- 28 P. to Q. B. fifth.
- 29 P. takes P. (ch)
- 30 R. takes R.
- 31 P. to K. Kt's fourth.
- 32 K. to B. sq.
- 33 P. to K. R. third
- 34 B. to Q. B. second.

## WHITE.

- 15 P. to Q. B. fourth
- 16 P. to Q. fifth
- 17 P. to Q. Kt. third
- 18 Kt. to Q. Kt. fifth
- 19 P. takes Kt.
- 20 K. to B. second.
- 21 K. to Kt. sq.
- 22 Kt. to Q. B. third
- 23 Q. to Q. fifth
- 24 Kt. takes Q.
- 25 Kt. to K. B. fourth.
- 26 K. to B. second
- 27 B. to Q. second
- 28 Q. R. to K.
- 29 P. takes P.
- 30 R. takes R.
- 31 B. to Q. B. third
- 32 Kt. to K. R. fifth.
- 33 R. to K. second.
- 34 Kt. to K. B. sixth.

Black resigns.

(a) If Black moves Q. B. to B. third, White replies with Kt to Q. second.

(b) Ingenious, but not good, as White's answer shows.

GAME PLAYED AT KLING'S CHESS ROOMS, BETWEEN  
MESSRS SCHULDER AND LOWENTHAL.

Evans' Gambit.

## WHITE. Mr. Sch.,

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 P. to Q. fifth
- 8 B. to Q. third
- 9 P. to Q. B. fourth
- 10 Q. Kt. to Q. second
- 11 Castles
- 12 Kt. to Q. Kt. third
- 13 B. to Q. Kt. square
- 14 P. to Q. R. third
- 15 P. takes Q. B.

## BLACK. Mr. L.,

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to Q. third (a)
- 6 Kt. to K. B. third
- 7 Kt. to K. second
- 8 P. to Q. B. third
- 9 B. to Q. Kt. fifth (ch)
- 10 P. to Q. third
- 11 Kt. to K. Kt. third
- 12 B. to K. Kt. fifth
- 13 Kt. to K. R. fifth
- 14 B. takes Kt.
- 15 B. to Q. R. fourth



## WHITE.

- 16 Kt. takes B.
- 17 P. to K. B. fourth
- 18 Q. B, P takes P.
- 19 P. takes P.
- 20 K. to K. R. sq
- 21 B. to K. Kt. fifth
- 22 Q. to K. B. third
- 23 K. R. to Q. sq
- 24 B. to Q. second
- 25 R. to Q. Kt. fifth
- 26 R. to Q. B. sq
- 27 R. to Q. Kt. second
- 28 B. to K. third
- 29 P. to Q. R. fourth
- 30 B. to Q. Kt. fifth
- 31 Q. to K. Kt. fourth
- 32 Q. R. to Q. B. second
- 33 P. to K. R. fourth
- 34 R. to Q. B. sixth
- 35 R. takes R.
- 36 R. to Q. B. sixth
- 37 B. takes Kt.
- 38 Q. takes P. on B. fifth
- 39 Q. to K. B. fifth
- 40 Q. to K. B. fifth
- 41 Q. to K. sixth (ch)
- 42 P. to Q. sixth
- 43 R. to Q. B. seventh
- 44 Q. to K. eighth [ch] (d)
- 45 B. takes Q. (c)
- 46 R. to K. seventh
- 47 P. to K. fifth
- 48 P. to Q. seventh
- 49 P. to K. sixth
- 50 R. to K. B. seventh (ch) (f)
- 51 P. to K. seventh
- 52 B. takes R.
- 53 P. Queens (ch)
- 54 B. takes Kt.

## BLACK.

- 16 Q. takes Kt.
- 17 P. takes Q. P.
- 18 Castles (K. R.)
- 19 P. takes P.
- 20 Q. R. to Q. sq
- 21 Kt. to K. Kt. third
- 22 R. to Q. third
- 23 Q. to Q. B. second
- 24 P. to Q. R. fourth
- 25 P. to Q. Kt. third
- 26 Q. to Q. second
- 27 Q. to K. second
- 28 R. to Q. Kt. square
- 29 Kt. to Q. second
- 30 R. to K. B. third
- 31 Q. to Q. R. sixth
- 32 K. Kt. to K. B. square
- 33 Kt. to K. B. fifth
- 34 Q. to K. second [b]
- 35 Q. takes R.
- 36 Q. to Q. sq [b]
- 37 P. takes B.
- 38 Kt. to K. Kt. third
- 39 P. to K. B. third
- 40 Kt. takes P.
- 41 K. to K. R. sq
- 42 Kt. to K. Kt. third
- 43 P. to K. B. fourth (c)
- 44 Q. takes Q.
- 45 Kt. to K. B. sq
- 46 R. to Q. square
- 47 P. to K. Kt. fourth
- 48 P. to K. R. fourth
- 49 P. to K. R. fifth
- 50 Kt. takes R.
- 51 R. takes P.
- 52 Kt. to B. third
- 53 Kt. takes Q.
- 54 K. to K. Kt. second

And the game was drawn though there is still room for many little puzzling variations on both sides.

(a) This move is injudicious, because it cramps his Game.

(b) Black is forced to relinquish the Pawn.

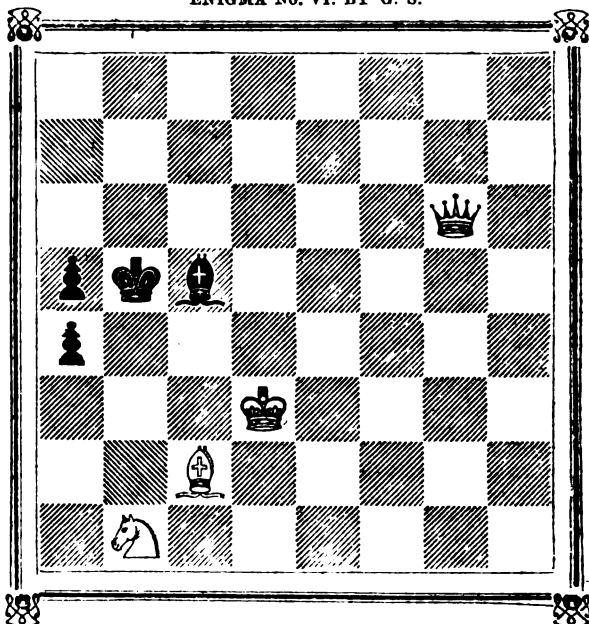
(c) This move indicates the master.

(d) The answer deserves no less praise.

(e) If Black take Bishop, he must at least lose the Rook.

(f) Had White played Bishop to K. B. seventh he must have won.

## ENIGMA No. VI. BY G. S.



White mates in 3 moves.

GAME BETWEEN TWO MEMBERS OF THE LONDON CHESS CLUB.

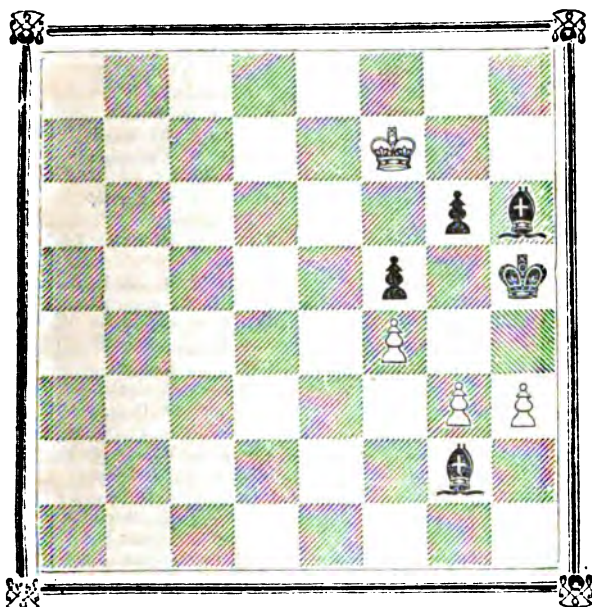
WHITE.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 P. to K. B. fourth
- 5 R. takes B.
- 6 P. to Q. third
- 7 Q. B. takes P.
- 8 P. to K. fifth
- 9 P. takes Kt
- 10 P. takes K. Kt P.
- 11 K. to Q. second
- 12 Kt. to Q. fifth

BLACK.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 B. takes Kt.
- 5 Kt. to Q. B. third
- 6 P. takes P.
- 7 Kt. to Q. fifth
- 8 P. to Q. fourth
- 9 P. takes B.
- 10 Q. to K. second (ch)
- 11 R. to K. Kt.sq
- 12 Q. to K. R. fifth

## CHESS STUDY NO. 11. BY KLING AND HORWITZ



White having the move must win.

## WHITE.

- 13 Q. to K. square (ch)
- 14 K. R. takes Q. (ch)
- 15 B. takes Q. B. P. (ch)
- 16 R. to K. seventh (ch)
- 17 Kt. to Q. Kt. fourth (ch)
- 18 R. to K. fifth (ch)
- 19 P. to Q. B. third (ch)
- 20 R. to Q. R. fifth mates.

## BLACK.

- 13 Q. takes Q. (ch)
- 14 K. to Q. square
- 15 K. to Q. second
- 16 K. to Q. B. third
- 17 K. to Q. Kt. fourth
- 18 K. takes Kt.
- 19 K. to Q. R. fifth

- [a] Not so good as P. to Q. third.  
 [b] Badly played, should have moved P. to Q. third.  
 [c] Black's game is now hopeless.

## GAME BETWEEN MESSRS. SCHULDER AND HARWITZ.

| WHITE. (MR. SCHULDER.)    | BLACK. (MR. HARWITZ.)        |
|---------------------------|------------------------------|
| 1 P. to K. fourth         | 1 P. to Q. B. fourth         |
| 2 P. to Q. B. fourth      | 2 P. to K. third             |
| 3 P. to Q. Kt. third      | 3 Kt. to Q. B. third         |
| 4 B. to Q. Kt. second     | 4 P. to Q. third             |
| 5 P. to K. Kt. third      | 5 Kt. to Q. fifth            |
| 6 B. to K. Kt. second     | 6 Kt. to K. second           |
| 7 Kt. to Q. B. third      | 7 P. to K. Kt. third         |
| 8 Kt. to Q. B. second     | 8 B. to K. Kt. second        |
| 9 Kt. takes Kt.           | 9 P. takes Kt.               |
| 10 P. to Q. third         | 10 P. to K. B. fourth        |
| 11 P. takes P.            | 11 Kt. takes P.              |
| 12 Q. to K. second        | 12 Q. to Q. R. fourth (ch.)  |
| 13 K. to Q. square        | 13 Castles                   |
| 14 P. to K. R. fourth     | 14 B. to K. R. third (a)     |
| 15 P. to K. Kt. fourth    | 15 Kt. to K. second          |
| 16 Q. B. takes P.         | 16 P. to K. fourth           |
| 17 Q. B. to K. third (b)  | 17 Q. B. takes Kt. P. (b)    |
| 18 Q. takes B.            | 18 B. takes B.               |
| 19 P. takes B.            | 19 Q. to Q. B. sixth         |
| 20 R. to Q. B. square     | 20 Q. takes Q. P. (check)    |
| 21 K. to K. square        | 21 Q. takes K. P. (check)    |
| 22 Kt. to K. second       | 22 Q. to K. B. seventh (ch.) |
| 23 K. to Q. square        | 23 Kt. to K. B. fourth       |
| 24 K. to Q. second        | 24 Q. to K. sixth (check)    |
| 25 K. to Q. B. second     | 25 Q. to Q. Kt. third        |
| 26 B. to Q. fifth (check) | 26 K. to B. square [d]       |
| 27 K. to Q. Kt. square    | 27 Kt. to K. sixth           |
| 28 Q. to K. fourth        | 28 K. R. to K. B. seventh    |
| 29 P. to Q. B. fifth      | 29 Q. to Q. Kt. fourth       |
| 30 Q. takes Kt.           | 30 R. takes Kt.              |
| 31 Q. to K. B. third      | 31 R. to K. B. seventh       |
| 32 Q. takes R.            | 32 Q. to Q. sixth (check)    |
| 33 K. to B. square        | 33 Q. takes B.               |
| 34 Q. to B. sixth (check) | 34 K. to Kt. square          |
| 35 K. R. to Q. square     | 35 Q. to K. fifth            |
| 36 P. takes P.            | 36 R. to K. B. square        |
| 37 Q. to K. sixth (check) | 37 K. to B. square           |
| 38 P. to Q. seventh       | 38 Q. takes K. R.            |
| 39 Q. R. to B. eighth     | 39 R. to Q. square           |
| 40 R. takes R. (check)    | Resigns.                     |

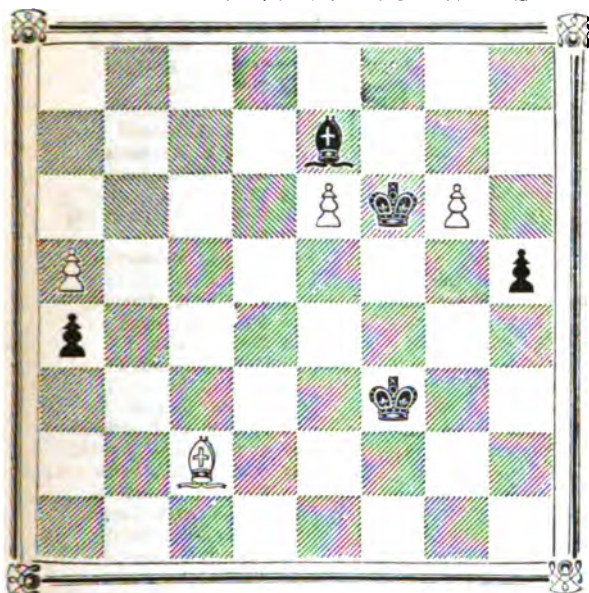
(a) An inferior move, as it loses at least a Pawn.

(b) Better than retiring Bishop to Kt. second.

(c) Brilliant but not sound.

(d) K. to Kt. second would not have given White the opportunity to threaten mate on the thirty-first move—this is a speedy process.

## CHESS STUDY NO. XII. BY KLING AND HORWITZ.



White with the move wins.

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GAME BETWEEN MESSRS. HORWITZ AND SCHULDER.

BLACK (M. Harwitz.)

- 1 P. to Q. fourth
- 2 P. to Q. B. fourth
- 3 P. to K. fourth
- 4 P. to Q. fifth
- 5 Kt. to Q. B. third
- 6 B. to K. Kt. fifth
- 7 K. B. takes P.
- 8 Kt. to K. B. third

WHITE (Mr. Schulder.)

- 1 P. to Q. fourth
- 2 P. takes P.
- 3 P. to K. fourth
- 4 P. to K. B. fourth
- 5 Kt. to K. B. third
- 6 B. to Q. third
- 7 Castles
- 8 P. to K. B. third

BLACK.

- 9 B. takes Kt.
- 10 Q. to K. second
- 11 P. to Q. R. third
- 12 B. to Q. R. second
- 13 P. takes P.
- 14 Castles (K. side)
- 15 Q. R. to K. sq.
- 16 B. to Q. B. fourth
- 17 P. to K. R. third
- 18 Kt. to K. R. second
- 19 Q. to K. R. fifth
- 20 Kt. to Kt. fourth
- 21 P. takes B.
- 22 Q. to K. R. third
- 23 Q. R. to K. second
- 24 B. to R. second
- 25 P. takes P.
- 26 R. to Q. second
- 27 Q. to K. Kt. third
- 28 Kt. to K. second
- 29 Q. to K. R. second
- 30 Kt. takes Kt.
- 31 K. R. to Q. B. sq.
- 32 B. to Q. Kt. sq. (c)
- 33 Q. R. to Q. sq.
- 34 K. to Kt. second
- 35 Q. to Kt. sq.
- 36 Q. to K. sq.
- 37 B. to Q. third (d)
- 38 P. to K. fifth
- 39 K. to R. sq.
- 40 B. to K. fourth
- 41 R. to Q. fifth
- 42 Q. to Q. B. third (ch)
- 43 Q. to Q. B. fourth
- 44 R. to Q. R. sq.
- 45 R. to Q. sq.
- 46 R. takes R.
- 47 B. takes R.
- 48 K. to R. second
- 49 K. takes P.

WHITE.

- 9 Q. takes B.
- 10 P. to Q. R. third
- 11 P. to Q. Kt. fourth
- 12 P. to Q. Kt. fifth
- 13 B. takes P.
- 14 B. to Q. third (a)
- 15 P. to K. B. fifth
- 16 P. to Q. R. fourth
- 17 Kt. to Q. second
- 18 Kt. to Q. B. fourth
- 19 K. to R. second
- 20 B. takes Kt.
- 21 P. to Kt. third
- 22 Q. R. to Q. Kt. sq.
- 23 Q. R. to Kt. fifth
- 24 P. to K. B. sixth
- 25 Kt. to Q. sixth (b)
- 26 Kt. to K. B. fifth
- 27 P. to K. R. fourth
- 28 P. to K. R. fifth
- 29 P. to K. Kt. fourth
- 30 K. P. takes Kt.
- 31 R. takes Kt. P.
- 32 K. to Kt. second
- 33 K. R. to Q. Kt. sq.
- 34 P. to Q. R. fifth
- 35 P. to Q. R. sixth
- 36 P. to Q. R. seventh
- 37 Q. to Q. fifth
- 38 P. to R. sixth (ch) (e)
- 39 Q. takes Q. P.
- 40 Q. takes K. P.
- 41 Q. to K. second
- 42 K. to Kt. sq.
- 43 K. to R. sq.
- 44 R. to Kt. eighth (ch)
- 45 R. takes R.
- 46 R. to Kt. eighth (ch)
- 47 Q. to K. eighth (ch)
- 48 Q. takes B. P. (ch)
- 49 Q. mates.

(a) About the best move.

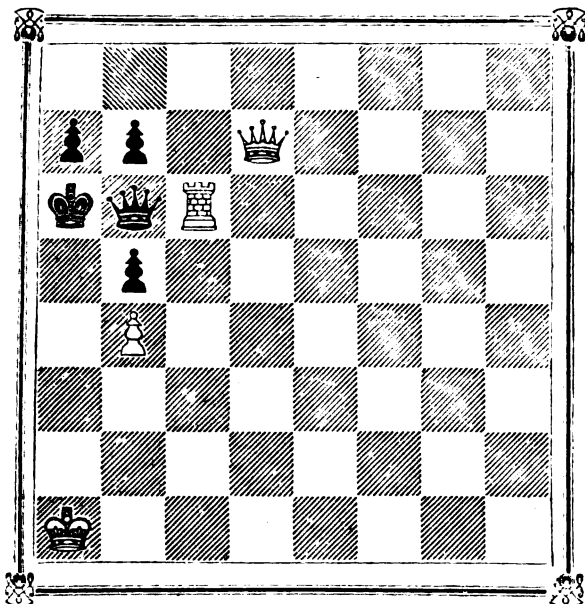
[b] Better play than taking Pawn with Queen.

[c] A running move.

[d] Black's troubles now begin.

[e] White never loses the opportunity to annoy his adversary.

PROBLEM VII. By Mr. SHAW.



White to move and mate in three moves.

GAME BETWEEN Mr. SCHULDER. AND Mr. BODEN.

WHITE. (Mr. Sch.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. fourth
- 5 Kt. takes P.
- 6 Kt. to Q. B. third
- 7 Castles
- 8 Kt. takes Kt.
- 9 B. takes P.
- 10 Kt. to K. Kt. third
- 11 Kt. takes Kt.
- 12 P. to Q. B. third
- 13 P. to K. B. third

BLACK. (Mr. B.)

- 1 P. to K. fourth
- 2 P. to Q. third
- 3 B. to K. second
- 4 P. takes P.
- 5 Kt. to K. B. third
- 6 Castles.
- 7 Kt. takes K. P.
- 8 P. to Q. fourth
- 9 Q. takes B.
- 10 Kt. to Q. B. third
- 11 Q. takes Kt.
- 12 P. to Q. Kt. third
- 13 P. to K. B. fourth

WHITE.

- 14 B. to K. B. fourth
- 15 R. to K. square
- 16 Q. to Q. B. second
- 17 Q. to Q. Kt. third [ch]
- 18 Q. to Q. B. second
- 19 K. to R. square
- 20 Q. R. to Q. square
- 21 R. takes R.
- 22 P. to Q. Kt. third
- 23 P. to Q. B. fourth
- 24 B. to K. fifth
- 25 Kt. to K. second (b)
- 26 Kt. to K. B. fourth
- 27 Q. to Q. Kt. second
- 28 P. to Q. R. third
- 29 P. to K. R. fourth
- 30 Kt. to Q. third
- 31 Q. to Q. B. second
- 32 B. to Q. Kt. second
- 33 R. to K. square
- 34 R. takes B. [ch.]
- 35 Q. to K. B. second
- 36 B. to K. B. sixth
- 37 Q. takes P. [ch.]
- 38 B. to K. fifth

BLACK.

- 14 B. to Q. R. third
- 15 Q. R. to Q. square
- 16 B. to Q. sixth
- 17 B. to Q. B. fifth
- 18 B. to Q. B. fourth (ch) (a)
- 19 K. to R. square
- 20 R. takes R.
- 21 B. to K. third
- 22 P. to K. R. third
- 23 B. to K. second
- 24 K. to K. R. second
- 25 Q. B. to his square.
- 26 P. to K. Kt. third
- 27 Q. to Q. B. fourth
- 28 P. to Q. B. third
- 29 P. to K. Kt. fourth
- 30 Q. to K. sixth
- 31 R. to Q. square.
- 32 P. takes R. P. (c)
- 33 Q. takes Kt.
- 34 K. to Kt. third
- 35 K. to R. fourth (d)
- 36 R. to K. Kt. square
- 37 K. to Kt. third

And Black resigns.

(a) Black might have now repeated Bishop to Q. sixth, either drawing the game, or compelling the Queen back to Q. B's square.

(b) This forces Black to retire; Bishop, in order to save Q. B's pawn, and through this manœuvre white obtains another square for his knight.

(c) Black loses much time by taking pawn.

(d) Why not play Queen to Queen eighth?

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GAME BETWEEN MR. HORWITZ AND MR. HILLEL.

The former giving Pawn and two moves

## BLACK. (MR. HILLEL.)

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 B. to Q. third
- 4 P. to Q. B. third
- 5 P. takes P.
- 6 P. to K. fifth
- 7 B. to K. third
- 8 Kt. to K. R. third
- 9 Kt. to Q. B. third

## WHITE. (MR. HORWITZ).

- 1
- 2 P. to K. third
- 3 P. to Q. B. fourth
- 4 P. takes P.
- 5 Kt. to Q. B. third
- 6 P. to K. Kt. third
- 7 P. to Q. fourth
- 8 B. to Q. second
- 9 Q. to Q. Kt. third



## BLACK.

- 10 Kt. to Q. R. fourth
- 11 K. to K. B. sq (a)
- 12 R. to Q. B. sq
- 13 B. to K. second
- 14 B. takes Kt.
- 15 P. to Q. Kt. third
- 16 P. to K. Kt. third
- 17 Q. to Q. third
- 18 Q. to Q. B. third
- 19 R. takes Q.
- 20 K. to K. Kt. second
- 21 R. to K. B. sq
- 22 R. to Q. third
- 23 R. takes Kt.
- 24 Q. R. to Q. square
- 25 P. to K. B. third
- 26 Kt. to K. B. fourth
- 27 P. to Q. Kt. fourth
- 28 P. to Q. R. fourth
- 29 Kt. to Q. third
- 30 P. takes P.
- 31 B. to K. B. third
- 32 R. takes B.
- 33 R. takes R.
- 34 K. to K. B. third
- 35 Kt. to K. B. fourth
- 36 K. to K. B. second
- 37 R. to Q. Kt. square
- 38 P. to Q. R. fifth
- 39 K. to Kt. square
- 40 R. to Q. Kt. third
- 41 Kt. to Q. third
- 42 K. to R. square
- 43 P. to Q. Kt. fifth
- 44 P. to K. R. fourth
- 45 Kt. to Q. Kt. fourth
- 46 R. to Kt. square
- 47 Kt. to Q. fifth
- 48 R. to K. B. square
- 49 R. to Q. square
- 50 Kt. to Q. B. seventh [ch]

## WHITE.

- 10 Q. to Q. Kt. fifth (c'h)
- 11 Castles
- 12 K. to Kt. sq
- 13 Kt. takes Q. P.
- 14 B. takes Kt.
- 15 B. to Q. B. third
- 16 B. to K. Kt. second
- 17 Kt. to K. R. third
- 18 Q. takes Q.
- 19 K. R. to K. B. square
- 20 K. to R. square (b)
- 21 Kt. to K. B. fourth
- 22 Kt. takes B.
- 23 B. takes P.
- 24 P. to Q. fifth (dis ch)
- 25 B. to Q. B. third
- 26 R. to Q. third
- 27 P. to Q. R. third
- 28 P. to K. fourth
- 29 P. to K. fifth
- 30 B. takes P. (ch)
- 31 B. takes B. (ch)
- 32 B. takes K. second
- 33 B. takes R.
- 34 R. to K. third (c)
- 35 R. to K. sixth (ch)
- 36 B. to Kt. second
- 37 R. to Q. R. sixth
- 38 R. to Q. R. seventh (c'h)
- 39 R. to Q. seventh
- 40 B. to R. third
- 41 B. to K. sixth (check)
- 42 P. to K. Kt. fourth
- 43 P. to K. Kt. fifth
- 44 R. P. takes P.
- 45 K. to R. second
- 46 P. to K. R. fourth
- 47 K. to K. R. third
- 48 R. to K. B. seventh
- 49 R. to K. B. fourth
- 50 K. takes P.

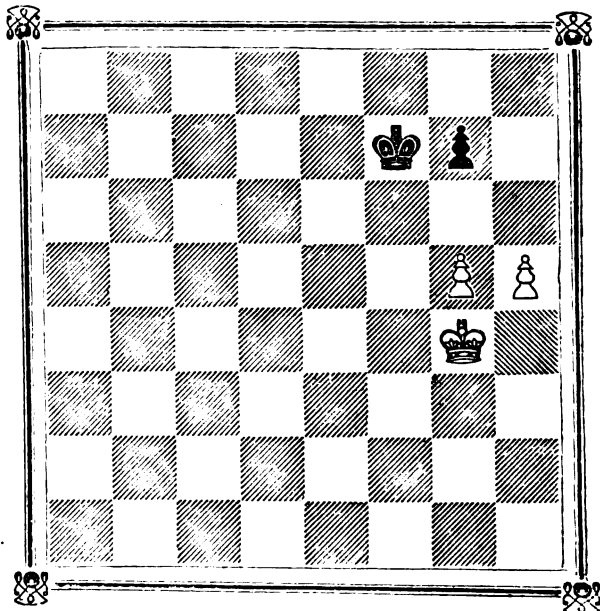
And Black resigned.

(a) K. to K. second, in order to bring the Rook into play would have been a better move.

(b) An useless move—why not at once have played Kt. to K. B. fourth.

(c) A good move, as it prevents Black from placing his R. on K. square, and impedes the march of his King.

## CHESS STUDY No. 13. BY KLING AND HORWITZ



White with or without the move can only draw.

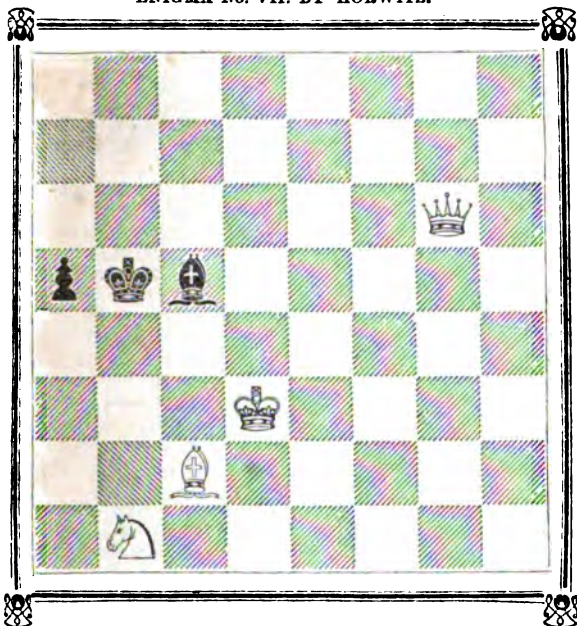
## GAME BETWEEN AN AMATEUR AND MR. HORWITZ.

The latter giving the odds of Q. B. which must be removed from the Board.

- BLACK (Mr. Horwitz).)**
- 1 P. to K. fourth
  - 2 Kt. to K. B. third
  - 3 B. to Q. B. fourth
  - 4 P. to Q. Kt. fourth
  - 5 P. to Q. B. third
  - 6 Castles.
  - 7 P. to Q. fourth
  - 8 Q. to Q. Kt. third.
  - 9 P. to Q. fifth
  - 10 Q. to R. fourth (ch)

- WHITE (Amateur).**
- 1 P. to K. fourth
  - 2 Kt. to Q. B. third
  - 3 B. to Q. B. fourth
  - 4 B. takes Kt. P.
  - 5 B. to Q. B. fourth
  - 6 B. to K. second (a)
  - 7 P. to Q. third
  - 8 B. to K. third (b)
  - 9 Kt. to Q. R. fourth
  - 10 P. to Q. B. third (c)

ENIGMA No. VII. BY HORWITZ.



**White mates in 3 moves.**

**BLACK.**

- 11 P. takes B.  
12 B. takes P.  
13 Q. to Q. sq.  
14 Kt. to K. Kt. fifth (e)  
15 Kt. takes R. P.

**WHITE**

- 11 P. takes P. (*d*)  
12 P. to Q, Kt. fourth  
13 Kt. to K. B. third  
14 R. to K. B. sq.  
15 Kt. takes Kt.

**And Black mates in three moves.**

(a) An useless move, as White not only loses time but gives Black a very powerful attack.

(b) Badly played.

(c) B. to Q. second would have been better.

(d) P. to K. B. third was far preferable to the move made.

(c) **Decisive,**

## GAME BETWEEN MR. BODEN AND MR. SHULDER.

## BLACK. (MR. B.)

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 B. to Q. B. fourth
- 4 P. to K fifth
- 5 B. to Q. third
- 6 Kt. to K. B. third
- 7 P. to K. R. third
- 8 Q. takes B.
- 9 B. to Q. second
- 10 Kt. takes Kt.
- 11 Castles (Queen)
- 12 K. R. to K. sq.
- 13 Q. takes Q. P.
- 14 Q. to Q. Kt. third
- 15 Kt. to Q. B. fourth
- 16 B. to K. fourth (b)
- 17 Kt. to Q. sixth
- 18 R. takes B.
- 19 Q. to K. Kt. third
- 20 Kt. to K. B. fifth
- 21 P. to K. B. fourth
- 22 R. to K. B. sq
- 23 Q. to K. B. third
- 24 K. to Kt. sq.
- 25 B. to Q. third
- 26 P. to K. R. fourth
- 27 Kt. to K. Kt. third
- 28 Kt. to K. second
- 29 Q. to K. fourth
- 30 Q. to K. sixth
- 31 Q. to Q. R. sixth
- 32 P. to Q. B. third
- 33 Q. takes Q.
- 34 B. takes Q. Kt. P.
- 35 Kt. takes Kt.
- 36 B. to Q. third

## WHITE. (MR. SCH.)

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Kt. to K. B. third
- 4 P. to Q. fourth
- 5 K. to Kt. fifth
- 6 B. to K. Kt. fifth
- 7 B. takes Kt.
- 8 B. to Q. Kt. fifth (ch)
- 9 Kt. takes B.
- 10 P. to Q. B. fourth
- 11 Kt. to Q. B. third
- 12 Q. to Q. R. fourth (a)
- 13 R. to Q. sq.
- 14 Castles
- 15 Q. to Q. B. second
- 16 P. to Q. Kt. fourth
- 17 B. takes R.
- 18 P. to Q. B. fifth
- 19 Kt. takes K. P.
- 20 P. to K. B. third
- 21 Kt. to K. Kt. third
- 22 P. to Q. B. sixth
- 23 P takes P. (ch)
- 24 Q. to Q. B. sixth
- 25 R. to K. B. second
- 26 Kt. to K. second
- 27 Kt. to Q. fourth
- 28 Q. to Q. Kt. fifth
- 29 P. to K. B. fourth
- 30 K. to B. square
- 31 R. to K. second
- 32 Q. to Q. third
- 33 R. takes Q.
- 34 Kt. to B. sixth (ch)
- 35 P takes Kt.
- 36 Q. R. to K. third (c)

And Black resigns.

- (a) Weak play.  
 (b) Rather hazardous.  
 (c) An interesting termination.

## CHESS STUDY NO. XIV.

This fine termination happened between Mr. Loewenthal  
and Mr. Tucket.



White notwithstanding having the move must lose.

GAME IN A MATCH BETWEEN MR. E. WILLIAMS AND  
MR. E. BARNES,

the former giving P and two moves.

- | WHITE. (MR. B.)                        | BLACK. (MR. W.)         |
|----------------------------------------|-------------------------|
| 1 P. to K. fourth, and P. to Q. fourth | 1 P. to K. third        |
| 2 B. to Q. third                       | 2 P. to Q. B. fourth    |
| 3 P. to K. fifth                       | 3 P. to K. R. Kt. third |
| 4 P. to K. B. fourth                   | 4 P. takes P.           |
| 5 P. to K. B. fourth                   | 5 Kt. to K. second      |
| 6 P. to K. R. fifth                    | 6 B. to Kt. second      |
| 7 Q. to Kt. fourth                     | 7 P. to Q. third        |

## WHITE.

8 P. takes Kt. P. (a)  
 9 Kt. to K. B. third  
 10 Q. to R. fifth  
 11 B. to Q. second  
 12 P. to Q. Kt. third  
 13 P. takes Kt.  
 14 K. to Kt. second  
 15 P. to K. Kt. fourth  
 16 Q. to R. second  
 17 P. to Q. R. third  
 18 P. to K. B. fifth  
 19 P. takes Q. P. (b)  
 20 Kt. to K. fifth  
 21 K. to Q. second  
 22 P. to Q. Kt. fourth  
 23 Kt. to K. B. seventh  
 24 P. takes Kt.  
 25 K. R. checks  
 26 K. R. checks  
 27 K. R. checks  
 28 P. to Q. R. fourth  
 29 Ks. to Q. R. third  
 30 Kt. to B. fourth checks  
 31 P. to Q. Kt. fifth  
 32 P. takes P.  
 33 P. takes P.  
 34 K. to B. second  
 35 K. takes B.  
 36 K. to B. second  
 37 K. to Q. square  
 38 K. to B. square  
 39 K. to Kt. second

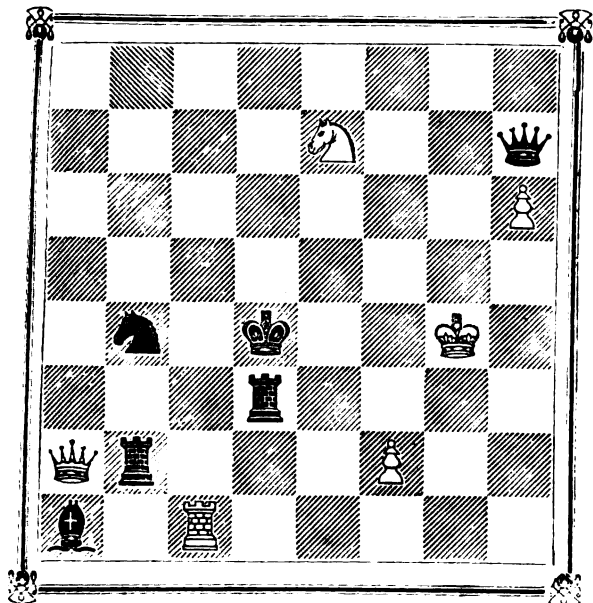
## BLACK.

8 P. to K. R. third  
 9 K. to R. third  
 10 Q. to B. fourth, checks  
 11 Q. to Kt. third  
 12 Kt. to Q. Kt. fifth  
 13 Q. takes R. checks  
 14 B. to Q. second  
 15 Kt. to Q. fourth  
 16 R. to K. B. square  
 17 Q. to Kt. third  
 18 P. takes B. P.  
 19 B. P. takes P.  
 20 Kt. to B. fifth checks.  
 21 Q. to R. fourth checks  
 22 Q. to Q. fourth  
 23 Kt. takes B.  
 24 B. to K. B. fourth  
 25 K. to Q. second  
 26 K. to Q. B. third  
 27 K. to Kt. third  
 28 P. to Q. R. third  
 29 B. takes K. Kt. P.  
 30 K. to R. second  
 31 Q. R. to Q. square  
 32 R. takes Kt.  
 33 Q. to K. Kt. fourth checks  
 34 B. takes P. checks  
 35 R. to B. sixth checks  
 36 Q. to B. fourth checks  
 37 Q. to Q. sixth checks  
 38 R. to K. eighth checks  
 39 Q. mates

(a) White allowing Black to take pawn gains time, and rather takes up a strong position, through pushing pawn to K. R. third; but Black, instead of taking pawn, should play Kt. to K. B. third, and then again Kt. to K. R. fourth.

(b) Pawn to K. Kt., fifth, must have given Black a strong attack.

## PROBLEM VIII. BY MR. Mc GAHEY.



White to move and mate in four moves.

## GAME BETWEEN MESSRS. HORWITZ AND SCHULDER.

## WHITE. (Mr. Horwitz.)

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 P. takes Q. P.
- 4 Kt. to K. B. third
- 5 B. to Q. Kt. fifth (ch)
- 6 P. takes P.
- 7 B. to Q. B. fourth
- 8 Castles.
- 9 P. to Q. fourth
- 10 P. to Q. B. third
- 11 P. to Q. Kt. third
- 12 Q. to Q. B. second

## BLACK. (Mr. Schulder.)

- 1 P to K. fourth
- 2 P. to Q. fourth
- 3 P. takes B. P.
- 4 B. to Q. third
- 5 P. to Q. B. third
- 6 P. takes P.
- 7 Kt. to K. B. third
- 8 Castles.
- 9 B. to K. Kt. fifth
- 10 Q. Kt. to Q. second
- 11 Kt. to K. fifth
- 12 Q. Kt. to B. third

## WHITE.

- 13 B. to Q. third
- 14 R. takes B.
- 15 R. to K. B. square
- 16 Kt. to R. third
- 17 Kt. to Q. B. fourth
- 18 Kt. takes B.
- 19 Q. to K. B. second
- 20 B. to Q. second
- 21 K. R. to K. square
- 22 K. R. to K. second
- 23 Q. to K. R. square
- 24 P. to K. R. fourth
- 25 R. to K. fifth
- 26 K. R. to Q. R. fifth
- 27 B. to Q. B. fourth
- 28 B. takes Kt.
- 29 R. takes P. (ch)
- 30 B. takes R.
- 31 P. to Q. B. fourth
- 32 B. to Kt. fourth
- 33 K. to R. second
- 34 P. to R. fifth (ch)
- 35 R. to R. fifth (ch)
- 36 Q. to K. B. third

Resigns.

## BLACK.

- 13 B. takes Kt.
- 14 Kt. to K. Kt. fourth
- 15 Q. to Q. B. second
- 16 P. to K. R. third
- 17 Kt. to Q. fourth
- 18 Q. takes Kt.
- 19 Kt. to K. third
- 20 P. to Kt. fourth [a]
- 21 Kt. to K. B. third
- 22 K. to Kt. second
- 23 Q. K. to K. sq
- 24 Kt. to R. fourth
- 25 P. to K. B. third
- 26 K. R. to B. second
- 27 K. R. to K. second
- 28 R. takes B.
- 29 K. to Kt. third
- 30 Q. takes R.
- 31 Kt. to Kt. sixth
- 32 Q. to K. fifth
- 33 Q. to Kt. eighth
- 34 K. to B. fourth
- 35 K. to Kt. fifth
- 36 K. to R. fifth

(a) Black maintains Pawn through masterly play.

GAME PLAYED IN THE METROPOLIS BETWEEN MESSRS HORWITZ  
AND LOWENTHAL.

## BLACK. (MR. HORWITZ.)

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 Kt. takes Kt. P.
- 7 P. to K. R. fifth
- 8 Kt. to K. B. second
- 9 Q. to K. second
- 10 P. to Q. fourth
- 11 P. to Q. B. third
- 12 Q. Kt. to Q. second
- 13 Kt. to K. B. third

## WHITE. (LOWENTHAL.)

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to Q. third
- 6 B. to K. second
- 7 B. to R. fifth (ch)
- 8 Q. to K. Kt. fourth
- 9 B. to Q. second
- 10 Kt. to Q. B. third
- 11 Kt. to K. B. third
- 12 B. to Q. Kt. sixth
- 13 Q. to K. R. third



## BLACK.

- 14 K. to Q. square
- 15 P. to Q. fifth
- 16 Kt. takes Kt.
- 17 B. to Q. second
- 18 P. to Q. B. fourth
- 19 Kt. to R. third
- 20 K. to B. square
- 21 Q. to her third
- 22 Q. takes Kt.
- 23 P. takes P.
- 24 P. to Q. R. fourth
- 25 R. to Q. R. third (b)
- 26 Q. to K. second
- 27 Q. to her third
- 28 R. takes Q.
- 29 R. takes B.
- 30 Kt. to Kt. fifth
- 31 Kt. takes K. P.
- 32 R. to his fourth

## WHITE.

- 14 Castles Q. R. (a)
- 15 Kt. to K. fourth
- 16 P. takes Kt.
- 17 K. R. to K. Kt. square
- 18 Kt. to Kt. fifth
- 19 Kt. to K. sixth [ch]
- 20 B. to Kt. fifth
- 21 K. takes B.
- 22 P. to K. B. fourth
- 23 B. takes P.
- 24 Q. to her Kt. third
- 25 Q. to her fifth
- 26 B. to K. Kt. fifth
- 27 Q. takes Q.
- 28 P. to K. fifth
- 29 P. takes R.]
- 30 Q. R. to K. B. square
- 31 B. to K. seventh
- 32 R. to K. B. seventh

And after a few more moves Black surrenders.

(a) White might have won a Pawn by taking Kt. with Bishop.

(b) A necessary move, preventing White from playing Queen to Queen's Kt. sixth.

## GAME BETWEEN Mr. S. BODEN AND Mr. S———.

## BLACK. (Mr. S. B.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 P. takes P.
- 8 Castles
- 9 Q. B. to Kt. second
- 10 K. B. to Q. Kt. fifth
- 11 P. takes Q. P.
- 12 K. R. to K. square [ch]
- 13 Q. Kt. to B. third
- 14 Kt. takes Q.
- 15 Kt. takes K. Kt.
- 16 Kt. takes Q. Kt. [dis. ch.]
- 17 Q. B. to B. third (ch)
- 18 Kt. to K. B. seventh (ch.)

## WHITE. (Mr. S———.)

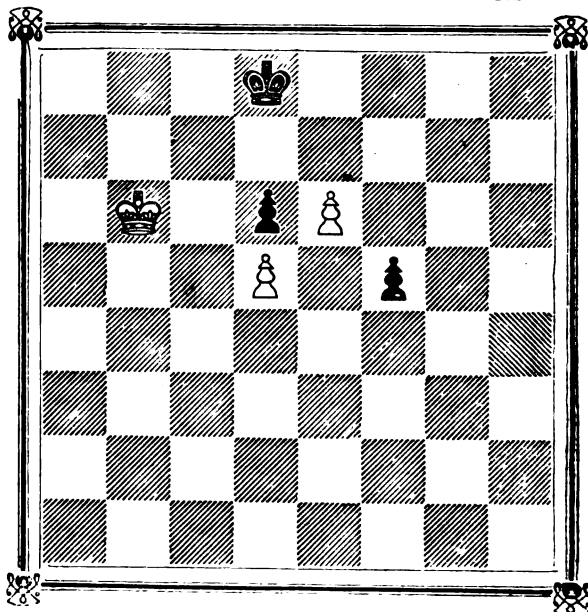
- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes Kt. P.
- 5 B. to Q. B. fourth
- 6 P. takes P.
- 7 B. to Q. Kt. third
- 8 P. to Q. third
- 9 Q. B. to K. Kt. fifth
- 10 P. to Q. fourth (a)
- 11 Q. takes P.
- 12 K. Kt. to K. second (b)
- 13 Q. B. takes K. Kt.
- 14 B. takes Q.
- 15 Q. B. to K. R. fourth
- 16 K. to K. B. square
- 17 K. to Kt. square
- 18 K. to B.

Black mates in two moves.

(a) The correct move.

(b) King to Queen's square would have been much better.

## CHESS STUDY No. 15. BY KLING AND HORWITZ



White with the move must win.

## AMUSING GAME PLAYED AT KLING'S CHESS ROOMS.

White giving the odds of the Queen's Rook.

Remove White's Q. R. from the Board.

## WHITE.

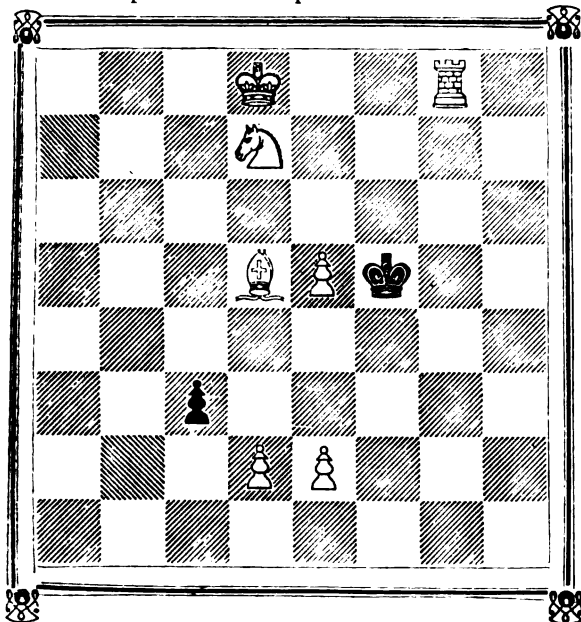
- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. B. third
- 4 B. to Q. Kt. fifth
- 5 Castles
- 6 P. to Q. fourth
- 7 P. to K. fifth
- 8 P. takes P.
- 9 Kt. takes Kt.

## BLACK.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 Q. to K. B. third
- 5 P. to K. R. third
- 6 P. takes P.
- 7 Q. to K. third (a)
- 8 Kt. takes Q. P.
- 9 Q. to Q. fourth

## ENIGMA No. VIII.

This fine position is the composition of Mr. BRIDPORT.



White mates in 3 moves.

## WHITE.

- 10 B. to K. third (b)
- 11 Kt. to Q. B. third
- 12 B. takes B.
- 13 P. to K. B. fourth
- 14 B. to Q. third
- 15 Kt. to Q. fifth
- 16 B. to Q. B. fourth
- 17 R. (check)
- 18 B. to K. fifth
- 19 Kt. to Q. B. seventh

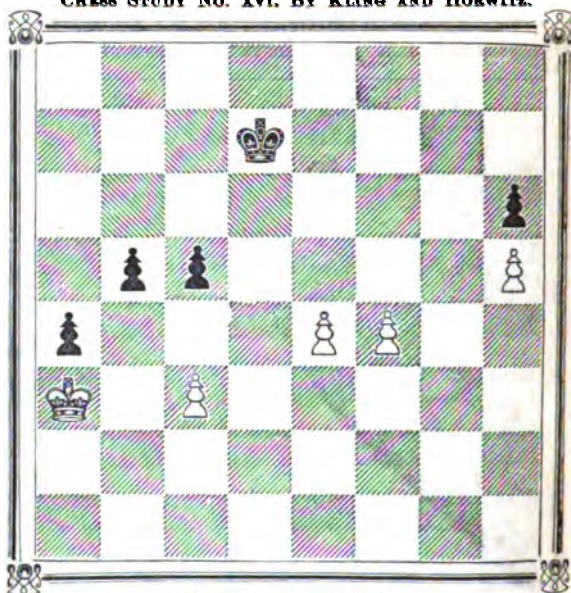
## BLACK.

- 10 B. takes Kt.
- 11 Q. takes K. P.
- 12 Q. to K. Kt. fourth
- 13 Q. to K. Kt. third
- 14 P. to K. B. fourth
- 15 Q. to Q. third
- 16 P. to Q. B. fourth (c)
- 17 K. to B. square
- 18 Q. to K. Kt. third
- 19 R. to Q. Kt. square

And White mated in three moves.

- (a) Q. to K. B. fourth—attacking Kt. was preferable.
- (b) The only move, at least to save a Pawn.
- (c) This move cost Black the game.

## CHESS STUDY NO. XVI. BY KLING AND HORWITZ.



White to move and win.

GAME BETWEEN MR. D. MARSDEN AND MR. MONCRIEFF.  
Sicilian opening.

BLACK. (Mr. Marsden.)

- 1 P. to K. fourth
- 2 P. to Q. B. third
- 3 K. B. to Q. B. fourth
- 4 P. to Q. R. third
- 5 P. to Q. third
- 6 P. takes P.
- 7 K. Kt. to K. second
- 8 Castles
- 9 Q. Kt. to Q. second
- 10 Q. Kt. to K. fourth
- 11 Kt. takes B.
- 12 B. takes Kt.
- 13 P. to K. B. fourth
- 14 Kt. to K. Kt. third
- 15 P. to Q. B. fourth

WHITE. (REV. MR. M.)

- 1 P. to Q. B. fourth
- 2 P. to K. fourth
- 3 Q. Kt. to B. third
- 4 K. Kt. to B. third
- 5 P. to Q. fourth
- 6 K. Kt. takes P.
- 7 Q. B. to K. third
- 8 K. B. to Q. third
- 9 Q. to her B. second
- 10 P. to K. B. fourth
- 11 Q. takes Kt.
- 12 B. takes B.
- 13 Q. to K. Kt. third
- 14 Castles (K. R.)
- 15 B. to K. third

## BLACK.

- 16 P. to Q. Kt. third
- 17 Q. B. to K. third
- 18 B. takes Q. B. P.
- 19 Q. to K. second (a)
- 20 K. R. to Q. Kt. sq
- 21 R. takes R.
- 22 R. to Q. B. sq
- 23 B. to Q. fourth
- 24 Kt. to K. R. fifth
- 25 Kt. to K. B. sixth (ch)
- 26 Q. to K. sq
- 27 Q. to Q. Kt. fourth
- 28 B. to Q. R. sq
- 29 Kt. to K. Kt. fourth [*dis ch*]
- 30 Kt. to K. R. sixth

## WHITE.

- 16 K. R. to Q. square
- 17 P. to K. fifth
- 18 R. takes Q. P.
- 19 R. takes Q. Kt. P
- 20 R. takes R. [*ch*]
- 21 Q. to K. B. second
- 22 Kt. to Q. R. fourth
- 23 Kt. takes P.
- 24 P. to K. Kt. third
- 25 K. to B. square
- 26 R. to Q. square (b)
- 27 K. to K. Kt. second
- 28 P. to K. sixth
- 29 K. to K. Kt. square  
(Check-mate.)

(a) Why not Queen to Q. B. second?

(b) Pawn to Q. R. fourth was the correct move under present circumstances.

~~~~~  
GAME BETWEEN Mr. HORWITZ AND Mr. HALLER.

The former giving Pawn and two moves

BLACK. (Mr. H.)

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 B. to Q. third
- 4 P. to K. fifth
- 5 P. to K. R. fourth
- 6 P. to K. R. fifth
- 7 K. to K. B. Sq.
- 8 Kt. to K. B. third
- 9 P. takes P.
- 10 R. takes R.
- 11 B. takes P. (ch.)
- 12 Q. takes P.
- 13 Kt. takes Q.
- 14 Kt. to K. B. fifth
- 15 B. to K. Kt. fifth (ch.)
- 16 B. takes B.
- 17 Kt. takes Kt.
- 18 Kt. to Q. B. third
- 19 B. to K. fourth
- 20 K. to Kt. square
- 21 R. to Q. square
- 22 Kt. to Q. fifth (ch.)
- 23 P. to Q. B. third (b)

WHITE. (Mr. Horwitz)

- 1 P. to K. third
- 2 P. to K. B. fourth
- 3 P. to K. Kt. third
- 4 P. takes P.
- 5 Q. to Q. R. fourth (ch.)
- 6 Q. takes K. P.
- 7 Q. to K. Kt. second
- 8 P. takes P. (a)
- 9 Q. takes R.
- 10 K. to Q. square
- 11 Q. takes Q.
- 12 P. to K. fourth
- 13 Kt. to Q. B. third
- 14 B. to K. second
- 15 K. Kt. takes B.
- 16 K. takes Kt.
- 17 P. to Q. Kt. third
- 18 B. to Q. R. third (ch)
- 19 R. to Q. B. square
- 20 Kt. to Q. fifth
- 21 K. to K. third
- 22 Kt. to K. seventh (ch.)

and Black resigned.

(a) P. to K. R. third would have been more advisable.

(b) A bad move which cost him the game.

GAME BETWEEN MR. HORWITZ AND AN AMATEUR.

The former giving the Q. R., which must be removed from the Board.

BLACK. [Mr. H.]	WHITE [Amateur.]
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 Kt. to Q. B. third
3 B. to Q. B. fourth	3 B. to Q. B. fourth
4 P. to Q. Kt. fourth	4 B. takes Q. Kt. P.
5 P. to Q. B. third	5 B. to Q. B. fourth
6 Castles	6 P. to Q. third
7 P. to Q. fourth	7 P. takes P.
8 P. takes P.	8 B. to Q. Kt. third
9 B. to Q. Kt. second	9 Kt. to K. B. third
10 Q. Kt. to Q. second	10 P. to Q. fourth
11 P. takes P.	11 K. Kt. takes Q. P.
12 R. to K. square [check]	12 Q. B. to K. third
13 B. to Q. R. third	13 Q. to Q. second [a]
14 B. to Q. Kt. fifth	14 Kt. to Q. B. sixth
15 B. takes Q. Kt.	15 Q. takes B.
16 Q. to Q. R. square	16 Castles on Q. side
17 Kt. to K. fifth	17 Q. to Q. fourth [b]
18 Q. takes Kt.	18 B. takes Q. P.
19 Q. to K. Kt. third	19 B. takes Kt.
20 R. takes B.	20 Q. takes Kt.
21 P. to K. R. third	21 R. to Q. sixth
22 Q. takes K. Kt. P.	22 K. R. to Q. square
23 B. to K. seventh	23 Q. to Q. B. eighth [check]
24 K. to R. second	24 Q. to K. B. fifth [check]
Resigns.	

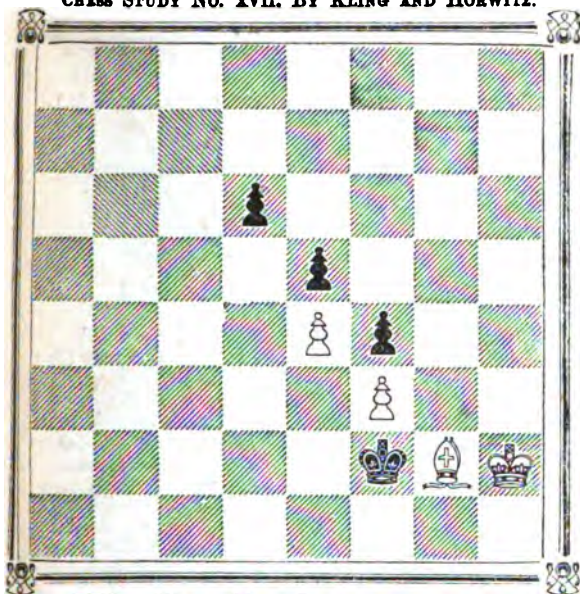
[a] Played with the object of enabling the King to Castle on either side when opportunity should serve.

[b] White gives up the piece, being sure of speedily regaining more than equivalent.

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CHess STUDY No. xvii. By KLING AND HORWITZ.



White with or without the move can but draw.

SOLUTION TO CHess STUDY No. ix.

WHITE.

- 1 K. to Q. B. square
- 2 K. to Q. Kt. square
- 3 K. to Q. B. second
- 4 P. to Q. Kt. third
- 5 K. takes P.
- 6 P. to Q. B. fourth
- 7 K. to Q. Kt. fourth
- 8 K. takes P.

BLACK.

- 1 K. to Q. Kt. sixth
- 2 K. to Q. B. fifth
- 3 K. to Q. B. fourth
- 4 P. takes P. (check)
- 5 K. to Q. B. third
- 6 K. to Q. Kt. third
- 7 P. takes P.
- 8 K. to K. B. fourth

And draws.

GAME BETWEEN MR. HARWITZ AND MR. T—T.

WHITE. (MR. T.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 Castles
- 5 P. to Q. fourth
- 6 Kt. takes B.
- 7 P. to K. B. fourth
- 8 P. takes P.
- 9 B. to K. Kt. fifth
- 10 B. to Q. third
- 11 P. to Q. B. third
- 12 Q. to K. B. third
- 13 B. to K. third
- 14 B. to Q. B. second
- 15 P. to Q. Kt. fourth
- 16 Kt. to Q. second
- 17 Kt. to Q. Kt. third
- 18 Q. R. to Q. square
- 19 B. to K. Kt. 5 (b)
- 20 B. to Q. B. square
- 21 P. to Q. R. fourth
- 22 B. to Q. Kt. second
- 23 R. to K. B. second
- 24 P. to K. R. third
- 25 B. to Q. B. square
- 26 B. takes Kt.
- 27 K. R. to Q. second
- 28 Kt. to Q. B. square
- 29 Q. to K. R. fifth
- 30 Q. to K. B. third
- 31 K. to R. second
- 32 Kt. to K. second
- 33 B. to Q. third
- 34 P. to Q. Kt. fifth
- 35 R. to Q. R. square
- 36 B. takes P.
- 37 R. to Q. Kt. second
- 38 B. to Q. third
- 39 Kt. takes R. [d]
- 40 K. to R. square
- 41 P. takes B.

BLACK. (MR. H.)

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 Kt. to K. B. third
- 5 B. takes P.
- 6 Kt. takes Kt.
- 7 P. to Q. third
- 8 P. takes P.
- 9 B. to K. third
- 10 Q. to K. second
- 11 Kt. to Q. B. third
- 12 Q. to Q. B. fourth (ch.)
- 13 Q. to Q. third
- 14 Castles (K. R.)
- 15 Kt. to Q. second
- 16 Kt. to K. second (e)
- 17 P. to Q. Kt. third
- 18 Q. to Q. B. third
- 19 P. to K. B. third
- 20 Kt. to K. Kt. third
- 21 P. to Q. R. third
- 22 Kt. to K. B. fifth
- 23 P. to K. R. fourth
- 24 R. to K. B. second
- 25 P. to K. Kt. fourth
- 26 K. Kt. P. takes B.
- 27 P. to K. R. fifth
- 28 R. to K. Kt. second
- 29 R. to K. R. second
- 30 K. to K. R. square
- 31 B. to K. Kt. square [c]
- 32 B. to Q. R. fifth
- 33 B. to Q. Kt. sixth
- 34 Q. to Q. B. fourth
- 35 P. takes P.
- 36 P. to Q. B. third
- 37 B. to K. third
- 38 R. to K. Kt. sixth
- 39 R. P. takes Kt. (check)
- 40 B. takes R. P.
- 41 R. takes P. (check)

WHITE.

- 42 K. to Kt. second
 43 K. to K. B. square
 44 Q. to K. R. fifth (check)
 45 Q. to K. Kt. fourth (ch.)

BLACK.

- 42 R. to K. R. seventh (ch.)
 43 R. takes K. R.
 44 K. to K. Kt. second
 45 K. to B. square

And White resigns.

(a) To enable him to push on K. B. P. with more security.

(b) White loses time. P. to Q. R. fourth would have been more to the purpose since Black could not have taken the P. without getting his Queen into a very bad position.

(c) Black has not lost any time.

(d) White has no choice.

An interesting example of the "Muzio gambit," recently played between Mr. R. WILLIAMS, and Mr. S., an amateur of Bath, the former gentlemen giving the odds of Q. R.

WHITE. (Mr. W.)

- 1 K. P. 2
 2 K. B. P. 3
 3 K. Kt. to B. third
 4 B. to Q. B. fourth
 5 Castles (a)
 6 Q. takes P.
 7 Q. P. 2 (a)
 8 K. P. 1
 9 P. takes Kt.
 10 Q. B. P. 1
 11 Q. B. takes P.
 12 B. to Q. third
 13 B. takes B.
 14 Q. takes Q. Kt. P.
 15 B. takes Q. P.
 16 Q. takes Q. B. P.
 17 Kt. to R. third (c)
 18 Q. takes Kt.
 19 B. takes K. R.
 20 K. to R. square
 21 Kt. to Kt. fifth
 22 Q. to Kt. fourth (check)
 23 Q. to B. fifth
 24 Q. takes P. (check)

BLACK. (Mr. S.)

- 1 K. P. 2
 2 P. takes P.
 3 K. Kt. P. 2
 4 K. Kt. P. 1
 5 P. takes Kt.
 6 K. Kt. to B. third (b)
 7 B. to Kt. second
 8 Castles (d)
 9 Q. takes P.
 10 Q. P. 1
 11 B. to K. third
 12 Q. B. to B. fourth
 13 Q. takes B.
 14 Kt. to Q. second
 15 Q. R. to Kt. square
 16 Q. to Q. B. seventh
 17 Q. takes Q. Kt. P.
 18 Q. takes Q. B. P.
 19 B. takes Q. P. (check)
 20 R. takes B.
 21 Q. to Q. sixth (f)
 22 B. to Kt. second
 23 R. to Q. square
 24 K. to R. square

WHITE.

- 25 Kt. to B. seventh (g)
 26 Q. takes R. (check)
 27 R. takes B. (check)
 28 Kt. to K. sixth (check)
 29 R. to B. sixth (check)
 30 Kt. to B. fourth (ch) and wins

BLACK.

- 25 R. to K. B. square
 26 B. takes Q.
 27 K. to Kt. second
 28 K. to B. third
 29 K. to R. fourth

(a) Thus allowing the Kt. to be taken, constitutes the Muzio gambit, and generally leads to a brilliant game.

(b) The usual move at this point is Queen to this square; but black being two pieces in advance, ventures upon this move.

(c) K. P. 1 first would not have been so good, on account of Black's reply of Q. P. 2, which would break up the attack too much.

(d) Black sacrifices the Kt. to save his King from further embarrassment.

(e) Had White allowed his adversary to take Q. Kt. P. with the R. he could hardly have saved the game.

(f) A very good move.

(g) A very beautiful move, as the result shows.

GAME BETWEEN MR. J. WATKINSON AND D. MARSDEN.

Evan's Gambit

WHITE. (J. WATKINSON.)

- 1 P. to K. fourth
 2 K. Kt. to B. third
 3 K. B. to Q. B. fourth
 4 P. to Q. Kt. fourth
 5 Castles
 6 P. to Q. B. third
 7 P. to Q. fourth
 8 P. takes P.
 9 Q. B. to Kt. second
 10 P. to Q. fifth
 11 Kt. takes Kt.
 12 Q. B. takes P.
 13 P. to Q. sixth (b)
 14 Q. to K. R. fifth (check)
 15 Q. takes K. P. (check)
 16 Q. takes R.
 17 Q. takes Kt. (check)
 18 Q. to K. B. seventh ch. mat

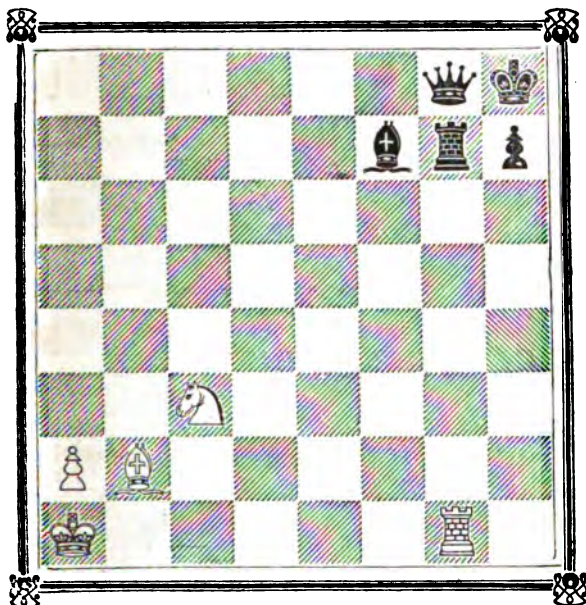
BLACK. (MR. M.)

- 1 P. to K. fourth
 2 Q. Kt. to B. third
 3 K. B. to Q. B. fourth
 4 B. takes P.
 5 P. to Q. third
 6 B. to Q. R. fourth
 7 P. takes P.
 8 B. to Q. Kt. third
 9 Q. B. to Q. second (a)
 10 Kt. to K. fourth
 11 P. takes Kt.
 12 P. to K. B. third
 13 K. B. P. takes B.
 14 P. to K. Kt. third
 15 K. to B. square
 16 P. takes P.
 17 K. to K. second

(a) Weak play, Queen to K. second, or Kt. to K. R. third are considered better moves.

(b) Well played.

CHESS STUDY NO. XVIII. BY KLING AND HORWITZ.



White draws.

SOLUTION TO CHESS STUDY NO. X.

Read, Black with the move can only draw.

BLACK.

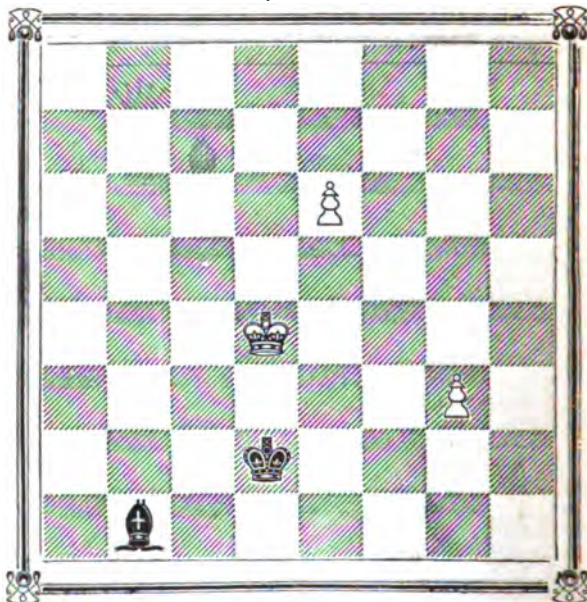
- 1 P. to K. B. third
- 2 P. to K. B. fourth
- 3 P. to K. B. fifth
- 4 P. to K. B. sixth
- 5 K. to Kt. fifth
- 6 K. to B. fifth
- 7 K. to K. sixth
- 8 P. to B. seventh (check)
- 9 K. to B. sixth
- 10 K. to Kt. third

WHITE.

- 1 K. to B. square
- 2 K. to Kt. square
- 3 K. to B. square
- 4 K. to K. Kt. square
- 5 K. to B. second
- 6 K. to B. square
- 7 K. to K. square
- 8 K. to B. square
- 9 P. to K. R. third
- 10 P. to K. R. fourth

And draws.

CHESS STUDY No. 19., BY KLING AND HORWITZ.



White with the move wins.

SOLUTION TO CHESS STUDY NO. XI.

Instead of Black Bishop on K. Kt. second, place a White Kt.

WHITE.

- 1 P. to K. B. fourth
- 2 B. P. takes P.
- 3 P. takes B.
- 4 Kt. to B. fourth
- 5 Kt. to K. second

BLACK.

- 1 P. to K. Kt. fourth
- 2 B. takes P.
- 3 K. takes P.
- 4 K. to K. Kt. fifth

And wins.

A

- 1
- 2 K. takes P.

- 1 K. to Kt. fifth
- 2 B. to B. square

- | WHITE. | BLACK. |
|--------------------|---------------------|
| 3 P. to R. fifth | 3 K. takes P. |
| 4 P. to R. sixth | 4 B. to R. sixth |
| 5 P. to R. seventh | 5 B. to Kt. seventh |
| 6 K. takes P. | 6 K. takes Kt. |
| 7 K. to sixth | |

And wins.

GAME BETWEEN MESSRS. SHOULDER AND SIMONS.
(Philidor's Defence.)

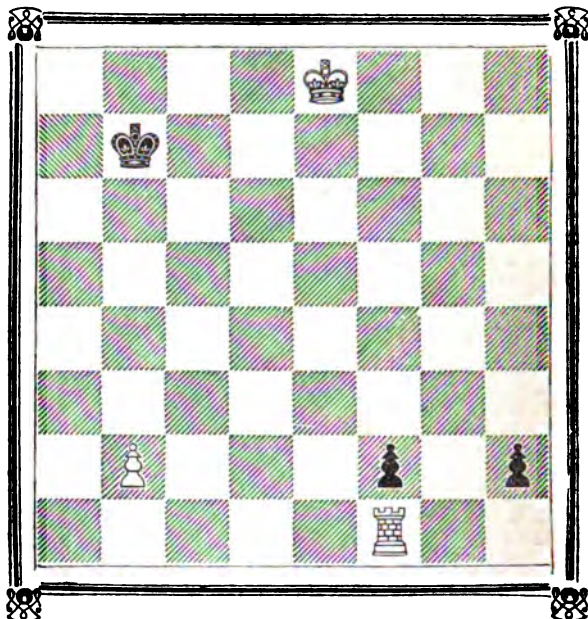
- | WHITE. (Mr. Sch.) | BLACK. (Mr. Simons.) |
|--------------------------|------------------------|
| 1 P. to K. fourth | 1 R. to K. fourth |
| 2 Kt. to K. B. third | 2 P. to Q. third |
| 3 P. to Q. third | 3 P. takes P. |
| 4 B. to Q. B. fourth | 4 P. to Q. B. third |
| 5 Castles | 5 P. to Q. fourth |
| 6 P. takes P. | 6 P. takes P. |
| 7 B. to Q. Kt. third | 7 Kt. to K. B. third |
| 8 Q. takes P. | 8 Kt. to Q. B. third |
| 9 B. to Q. R. fourth | 9 B. to K. second |
| 10 Kt. to K. fifth | 10 B. to Q. second |
| 11 Kt. takes Kt. | 11 P. takes Kt. (a) |
| 12 B. to K. Kt. fifth | 12 Castles |
| 13 Kt. to Q. B. third | 13 R. to Q. Kt. square |
| 14 Q. R. to K. square | 14 R. to Q. Kt. fifth |
| 15 Q. takes R. P. | 15 R. to K. Kt. fifth |
| 16 P. to K. B. fourth | 16 P. to K. R. third |
| 17 P. to K. R. third | 17 P. takes B. |
| 18 P. takes R. | 18 Kt. takes P. |
| 19 B. takes P. | 19 P. takes P. |
| 20 B. takes B. (b) | 20 Kt. to K. sixth |
| 21 K. R. takes P. | 21 B. to K. Kt. fourth |
| 22 R. to K. B. third | 22 Kt. takes B. P. |
| 23 R. to K. second | 23 P. to Q. fifth |
| 24 R. takes Kt. | 24 P. takes Kt. |
| 25 Q. R. takes P. | 25 Q. to K. second |
| 26 Q. R. to Q. third | 26 R. to Q. R. square |
| 27 K. R. to K. B. square | 27 R. to Q. square |
| 28 K. R. to Q. square | 28 B. to K. B. fifth |
| 29 Q. to K. B. second | 29 Q. to K. Kt. fourth |
| 30 P. to K. Kt. third | 30 R. takes B. |
| 31 Q. takes B. and wins | |

(a) Better than taking with the Bishop.

(b) Probably Black labored, under the erroneous idea that white would take B. with Queen.

(c) Mr. Simons plays his game much below his usual strength.

CHESS STUDY NO. XX. BY AN EMINENT CHESS PLAYER.



Black even with the move must lose.

SOLUTION TO CHESS STUDY NO. XII.

Pawn on K. R. fourth must be omitted and K. on K. B. third must be white.

WHITE.

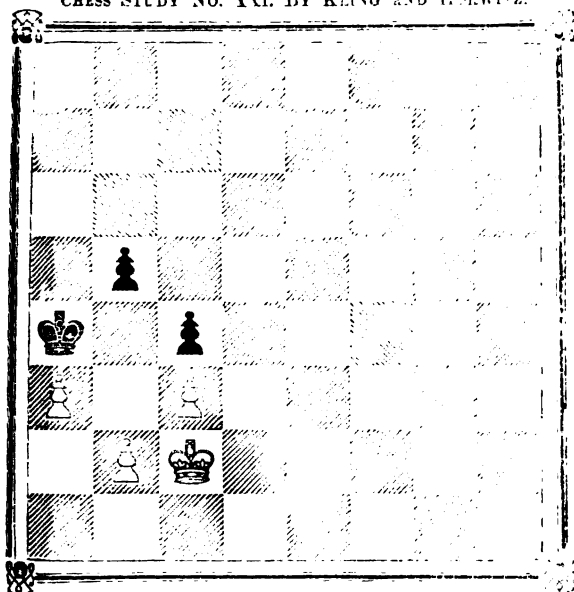
- 1 B. to B. fifth
- 2 K. to K. fourth
- 3 K. to Q. fifth
- 4 K. to B. sixth
- 5 K. to Kt. fifth
- 6 P. to Kt. seventh
- 7 K. takes P.

BLACK.

- 1 B. to B. square
- 2 K. to K. second
- 3 B. to Kt. second
- 4 B. to B. third
- 5 B. to B. fifth
- 6 B. takes P.

And wins.

CHESSE STUDY NO. XXI. BY KING AND HERWITZ.



White with the move can but draw

SOLUTION TO CHESSE STUDY NO. XXI

WHITE.

- 1 K. to K. B. fourth (a)
- 2 P. to Kt. sixth
- 3 K. to B. fifth
- 4 K. to K. sixth
- 5 K. to K. seventh
- 6 P. to R. sixth

BLACK

- 1 K. to K. B. square
- 2 K. to Kt. square
- 3 K. to B. square
- 4 K. to Kt. square
- 5 K. to R. square
- 6 K. to Kt. square

And draws.

[a] Had White played K. to B. fifth Black would have drawn the game by pushing P. to Kt. third [ch.]

Smart skirmish between Mr. JOHN HALES SWEET, President of the Camden Chess Club, and another member of the same

WHITE. (MR. SWEET.)	BLACK. (MR. B.)
1 K. P. two	1 K. P. two
2 K. Kt. to B. third	2 Q. Kt. to B. third
3 B. to B. fourth	3 B. to B. fourth
4 Q. Kt. P. two	4 B. takes Kt. P.
5 Q. B. P. one	5 B. to B. fourth
6 Q. P. two	6 P. takes P.
7 P. takes P.	7 B. to Kt. third
8 Castles	8 Q. P. one
9 K. R. P. one (a)	9 K. Kt. to B. third
10 Q. Kt. to B. third	10 Castles
11 Q. B. to Kt. fifth	11 K. R. P. one
12 B. to R. fourth	12 Kt. P. two
13 Kt. takes P.	13 B. takes Q. P. (b)
14 B. takes P. (check)	14 R. takes B.
15 Kt. takes R.	15 K. takes Kt.
16 Kt. to Q. fifth	16 Q. to Kt. square (c)
17 Q. to B. third	17 B. takes R. (d)
18 B. takes Kt.	18 B. takes B.
19 Q. takes B. (check)	19 K. to his square
20 Kt. takes P. (check)	20 K. to Q. second
21 R. to Q. square	21 K. takes Kt.
22 Q. takes Q. P. (check)	22 K. to Kt. third
23 R. to Kt. square (check)	23 K. to R. third
24 Q. to Q. third (check)	24 K. to R. fourth
25 Q. mates	

(a) Although this is the old way of continuing the attack, we are inclined to think highly of it if properly followed up. The next move, Q. Kt to B. third, is essentially necessary.

(b) In this position it is usual to take the Kt. but the first player appears then to have a forced won game. The present move we do not recollect to have seen in print before; it was used by Mr. SWEET a short time since against a strong metropolitan player, the latter however, winning; but a valid defence (subsequently to this point) we think very likely to exist.

(c) B. to K. third may now be tried, presently moving Q. to K. R. square, when some interesting variations arise.

(d) This move virtually loses the game, which should rather have been continued somewhat as follows;—

17	17 Q. to Kt. third
18 Q. R. to Q. square	18 Q. to R. fourth
19 Q. takes Q. (check)	19 Kt. takes Q.
20 Kt. takes P.	20 R. to Kt. square

WHITE.

- 21 Kt. to Kt. fifth
- 22 Kt. takes P. (check)
- 23 R. takes B.
- 24 R. to Q. Kt. square
- 25 B. to Kt. third
- 26 P. takes Kt.
- 27 R. to Q. second

BLACK.

- 21 B. to Q. B. fourth
- 22 B. takes Kt.
- 23 B. to K. third
- 24 Kt. to K. fourth
- 25 Kt. takes B.
- 26 K. to K. second
- 27 Q. Kt. P. 1

Which party has now the better game we leave our readers to decide.

GAME BETWEEN MR. FINCH AND HERR ANDERSEN.

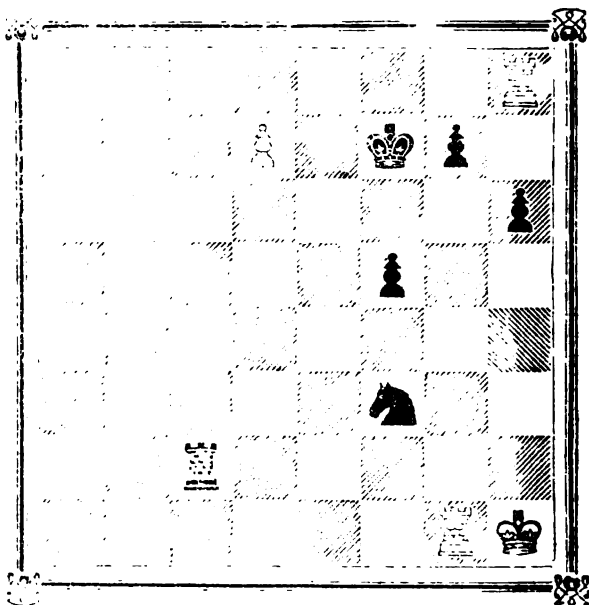
BLACK. ANDERSEN.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 Q. B. P. one
- 6 Castles
- 7 Q. P. 2
- 8 P. takes P.
- 9 K. R. P. 1
- 10 Q. Kt. to B. third
- 11 Q. checks
- 12 Q. takes Kt.
- 13 K. P. one
- 14 P. takes P.
- 15 Q. to K. B. fourth
- 16 Q. R. P. 1
- 17 Q. Kt. to K. fourth
- 18 Q. B. to Q. Kt. second
- 19 Q. to K. Kt. third
- 20 K. R. to K. square
- 21 K. R. P. one
- 22 B. to Q. R. third
- 23 K. R. P. 1
- 24 B. takes Kt.
- 25 Kt. to K. B. sixth
- 26 P. takes P. (ch)
- 27 P. takes R.
- 28 P. becomes Q.
- 29 Kt. to K. R. fourth
- 30 Q. to K. seventh
- 31 K. to R. square
- 32 Kt. takes Q.

WHITE. (FINCH.)

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to Q. B. fourth
- 6 Q. P. one
- 7 P. takes P.
- 8 B. to Q. Kt. third
- 9 Q. Kt. to R. fourth
- 10 Kt. takes B.
- 11 Q. B. to Q. second
- 12 K. Kt. to K. second
- 13 P. takes P.
- 14 Q. B. to K. third
- 15 Castles
- 16 Q. P. R. 2
- 17 K. R. P. 1
- 18 Kt. to K. Kt. third
- 19 Q. to Q. sixth
- 20 Q. R. to Q. square
- 21 K. to R. square
- 22 K. R. to K. square
- 23 Kt. to K. second
- 24 R. takes B.
- 25 P. takes Kt.
- 26 R. to K. Kt. square
- 27 R. takes Q.
- 28 K. to R. second
- 29 Q. to Q. fifth
- 30 Q. takes P. (ch)
- 31 Q. takes P. (ch)
- 32 R. mates

CHESS STUDY NO. XXII. BY KLING AND HORWITZ.



White draws.

SOLUTION TO CHESS STUDY NO. XIV..

WHITE.

- 1 R. to R. eighth (check)
- 2 R. to K. Kt square (ch.)
- 3 R. to Kt fifth (check)

BLACK.

- 1 K. to Kt. third
- 2 K. to R. fourth
- 3 K. to R. fifth

And Wins.

CHESS STUDY No. xxiii., BY KLING AND HORWITZ.



White with the move wins.

SOLUTION TO CHESS STUDY NO. XV.

WHITE.

- 1 K. to Q. Kt. fifth
- 2 K. to Q. B. fourth
- 3 K. to Q. third
- 4 K. to K. third
- 5 K. to K. B. third
- 6 K. to K. Kt. third
- 7 K. to K. R. fourth

And wins.

BLACK.

- 1 K. to K. second
- 2 K. to K. B. third
- 3 K. to K. Kt. second
- 4 K. to K. Kt. third
- 5 K. to K. Kt. second
- 6 K. to K. Kt. third

GAME BETWEEN MESSRS BURROWS AND SWEET.

(WHITE. MR. BURROWS.)

- 1 K. P. two
- 2 K. B. P. two
- 3 K. Kt. to B. third
- 4 K. R. P. two
- 5 Kt. to Kt. fifth
- 6 Kt. takes P.
- 7 Q. takes P.
- 8 Q. takes B. P.
- 9 B. checks
- 10 B. takes P. (check)
- 11 Castles
- 12 K. to R. square
- 13 Q. takes B. P. (check)
- 14 Q. to Kt. third (check)
- 15 Q. to K. B. third
- 16 P. takes Kt.
- 17 Q. to B. seventh (check)
- 18 R. takes Q. [check]
- 19 R. to B. square
- 20 Q. B. P. one
- 21 Q. P. two
- 22 B. to B. fourth
- 23 B. to K. fifth
- 24 P. to Q. sixth
- 25 Kt. to Q. second
- 26 K. to R. second
- 27 K. Kt. P. one
- 28 Kt. to K. fourth
- 29 Q. R. to K. square
- 30 Kt. to Q. B. fifth
- 31 Q. R. to Kt. square
- 32 R. takes R.
- 33 P. to Q. seventh
- 34 K. to R. third [c]

BLACK. (MR. SWEET.)

- 1 K. P. two
- 2 P. takes P.
- 3 K. Kt. P. two
- 4 K. Kt. P. one
- 5 K. R. P. one
- 6 K. takes Kt.
- 7 K. Kt. to B. third
- 8 Q. to K. square [a]
- 9 Q. P. two
- 10 K. to Kt. second
- 11 B. checks
- 12 B. to Q. fifth
- 13 Q. Kt. covers
- 14 K. to R. second
- 15 Kt. takes B.
- 16 Q. to Kt. third
- 17 Q. takes Q.
- 18 K. to Kt. third
- 19 Kt. to B. third
- 20 B. to K. fourth
- 21 B. to Kt. sixth
- 22 B. takes P. square
- 23 K. R. to Kt. square
- 24 B. to K. third
- 25 B. to Kt. fifth
- 26 Kt. to R. fourth
- 27 B. to Kt. fourth
- 28 Q. R. to K. B. square
- 29 B. to K. B. sixth [b]
- 30 B. to Q. seventh
- 31 B. to K. seventh
- 32 R. takes R.
- 33 R. to B. seventh (ch.)
- 34 Mates in three moves (d)

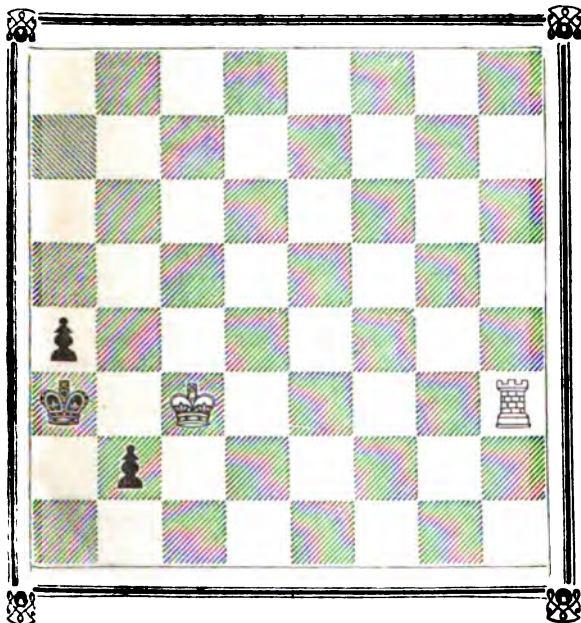
(a) B. to Q. third is considered the best move now; it at once puts an end to the attack.

(b) This and the next two moves are well played.

(c) This appears at first sight his best move; but as it turned out, K. to Kt. square would have been better play. Black's reply would have been B. to K. sixth.

(d) The termination makes a neat problem.

CHESS STUDY NO. XXIV. BY KLING AND HORWITZ.



White can only draw.

SOLUTION TO CHESS STUDY NO. XVI.

WHITE.

- 1 P. to Q. B. fourth
- 2 K. takes P.
- 3 P. to K. fifth (check)
- 4 K. to Q. Kt. third
- 5 K. to Q. B. second
- 6 K. to Q. second
- 7 K. to Q. third
- 8 K. to K. fourth
- 9 P. to K. B. fifth
- 10 P. to K. sixth

BLACK.

- 1 P. to Q. Kt. fifth (ch.) best.
- 2 K. to Q. third
- 3 K. to K. third
- 4 K. to K. B. fourth
- 5 K. to K. third
- 6 K. to K. B. fourth
- 7 K. to K. third
- 8 K. to K. B. second
- 9 K. to K. second
- 10 K. to K. B. third

WHITE.

- 11 K. to K. third
- 12 K. to Q. third
- 13 K. to K. fifth
- 14 K. to K. fifth
- 15 P. to K. B. sixth (check)
- 16 K. to Q. sixth
- 17 P. to K. seventh (check)
- 18 K. to Q. seventh
- 19 P. Queens (check) And wins

BLACK.

- 11 K. to K. second
- 12 K. to K. B. third
- 13 K. to K. second
- 14 P. to Q. Kt. sixth (best)
- 15 K. to K. B. square or (A)
- 16 P. to Q. Kt. seventh
- 17 K. to K. B. second (best)
- 18 P. Queens

A.

- 15
- 16 K. to Q. sixth
- 17 P. to K. B. seventh (ch.)
- 18 K. to Q. seventh
- 19 P. to K. seventh (check)
- 20 P. Queens (check)
- 21 Q. to K. seventh (check)
- 22 Q. takes B. P.

- 15 K. to K. square
- 16 P. to Q. Kt. seventh
- 17 K. to K. B. square
- 18 P. Queens
- 19 K. takes P. (best)
- 20 K. to K. Kt. second (best)
- 21 K. moves

And with careful play wins.

GAME BETWEEN MR. LOWENTHAL AND MR. HORWITZ.

BLACK. (MR. L.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. Kt. fifth
- 4 P. to Q. B. third
- 5 B. takes Kt.
- 6 P. to Q. fourth
- 7 P. takes P.
- 8 Kt. to K. B. third
- 9 Castles
- 10 P. takes B.
- 11 P. to K. fifth
- 12 P. to K. R. third
- 13 Kt. takes P.
- 14 R. to Q. Kt. square
- 15 B. to K. Kt. fifth
- 16 B. takes Kt.

WHITE. (MR. H.)

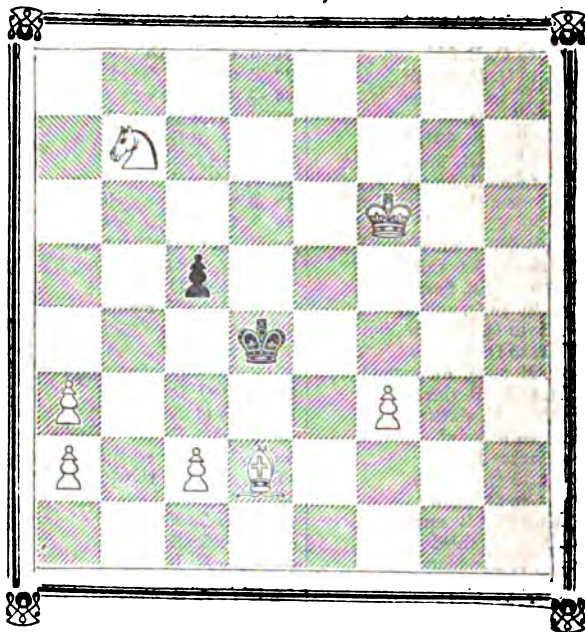
- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 K. Kt. to K. second
- 4 P. to Q. B. third
- 5 Kt. takes B.
- 6 P. takes P.
- 7 B. to Q. Kt. fifth (ch.)
- 8 Castles
- 9 B. takes Kt.
- 10 P. to Q. fourth (a)
- 11 P. to K. B. third
- 12 P. takes P.
- 13 Kt. to K. second
- 14 P. to Q. B. third
- 15 Q. to Q. third
- 16 Q. takes B.

BLACK.	WHITE.
17 P. to K. B. fourth	17 B. to K. B. fourth
18 R. to Q. Kt. second	18 Q. to Q. B. second
19 Q. to Q. Kt. third	19 P. to Q. Kt. fourth
20 Q. to Q. Kt. fourth	20 R. to K. B. third
21 Q. to Q. B. fifth	21 B. to K. fifth
22 P. to Q. R. fourth	22 P. to K. R. third
23 K. B. to B. second	23 Q. to Q. B. second
24 Q. takes Q.	24 R. takes Q.
25 P. to Q. R. fifth (b)	25 Q. R. to Q. B. second
26 P. to K. Kt. fourth	26 P. to Q. B. fourth
27 P. to K. R. fourth	27 P. takes P.
28 P. takes P.	28 R. to Q. B. eighth (ch.)
29 K. to R. second	29 R. to K. B. square
30 P. to K. B. fifth	30 K. R. to Q. B. square
31 K. to K. Kt. third	31 K. R. to Q. B. sixth (ch.)
32 K. to K. B. fourth	32 Q. R. to Q. eighth
33 Q. R. to Q. second	33 Q. B. to K. eighth
34 Kt. to Q. seventh	34 P. to Q. Kt. fifth
35 Kt. to Q. B. fifth	35 P. to Q. Kt. sixth
36 Q. B. to Q. Kt. second	36 B. to Q. B. seventh (c)
37 R. to K. B. third	37 R. to Q. B. fifth
38 Kt. to K. sixth	38 B. to Q. Kt. fifth
39 R. to K. third	39 R. takes R.
40 K. takes R.	40 K. to K. B. second
41 Kt. to Q. B. fifth	41 K. to K. B. third
42 Kt. to Q. third	42 R. to R. fifth
43 Kt. to Q. B. square	43 R. to Q. Kt. fifth
44 Kt. to Q. third	44 R. to Q. B. fifth
45 Kt. to K. square	45 P. to K. R. fourth
46 P. takes P.	46 K. takes P.
47 K. to Q. second	47 R. takes P. (check)
48 K. to Q. B. third	48 R. to Q. B. fifth (ch.)
49 K. to Q. second	49 K. to K. fifth
50 K. to K. second	50 R. to Q. B. sixth
51 K. to Q. second	51 P. to Q. fifth
52 K. to K. second	52 R. to K. sixth (check)
53 K. to Q. second	53 R. takes Kt.

And Black resigned

- (a) The only move to break up the advance of Black's pawn.
 (b) Better than taking Pawn which would have given White's Rook a formidable position.
 (c) This move gives White a decidedly winning position.

PROBLEM NO. IX., BY JUDY.



White mates in six moves.

SOLUTION TO PROBLEM NO. V.

WHITE.

- 1 Kt. to K. seventh
- 2 R. takes Kt.
- 3 R. to K. B. seventh
- 4 Q. takes Q.
- 5 Q. mates

BLACK.

- 1 B. to Q. Kt. third (best)
- 2 P. takes Kt.
- 3 Q. takes R.
- 4 Any move.

PROBLEM NO. X., BY ALFRED KEMP, ESQ., (EXETER.)



White to move, and Checkmate in five moves.

SOLUTION TO PROBLEM NO. VI.

WHITE.

- 1 Q. to K. R. eighth
- 2 Q. to Q. R. eighth
- 3 R. to K. R. second
- 4 P. to K. Kt. third (ch)
- 5 Q. to K. R. square

BLACK.

- 1 R. to K. R. seventh
- 2 R. to K. R. sixth
- 3 R. takes R.
- 4 K. moves
- 5 R. takes Q. mate

GAME BETWEEN MR. HORWITZ AND MR. DYSON.

Mr. Horwitz gives Mr. Dyson th Queen's Rook.

*(Remove White's Q. R. from the board)**Petroff's Defence.*

WHITE. (Mr. H.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. third
- 4 P. to Q. B. third
- 5 Q. to Q. B. second
- 6 P. takes P.
- 7 B. to Q. Kt. fifth
- 8 P. to K. R. third
- 9 Castles
- 10 B. to Q. square
- 11 P. to Q. R. third
- 12 B. to K. second
- 13 B. to K. third
- 14 P. to Q. B. fourth
- 15 Kt. to K. R. second
- 16 B. to K. B. square
- 17 Q. takes K. P.
- 18 P. to K. Kt. third
- 19 B. to Q. third
- 20 Kt. to Q. B. third
- 21 Kt. to K. Kt. fourth
- 22 Q. Kt. to Q. fifth
- 23 Q. B. takes Kt.
- 24 B. takes B.
- 25 B. takes K. R.
- 26 Q. to K. square
- 27 Q. takes B.
- 28 B. takes P.
- 29 Kt. to K. B. fourth
- 30 B. to Q. fifth (ch)
- 31 Q. to K. R. fifth
- 32 Kt. to K. Kt. sixth (ch)
- 33 Kt. takes R.
- 34 Q. to K. Kt fourth
- 35 B. to K. sixth
- 36 Q. to K. fourth
- 37 Q. to Q. R. eighth (ch)
- 38 B. to Q. fifth
- 39 B. to K. B. third
- 40 Q. to Q. fifth

BLACK. (Mr. D.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 Kt. to Q. B. third
- 4 P. to Q. fourth
- 5 P. takes P.
- 6 P. to K. R. third
- 7 B. to Q. third
- 8 B. to Q. second
- 9 Castles
- 10 Q. to K. second
- 11 P. to Q. R. third
- 12 Kt. to K. R. fourth
- 13 P. to K. B. fourth
- 14 P. takes P. (a)
- 15 Kt. to K. B. fifth
- 16 P. to Q. Kt. third
- 17 Q. R. to Q. square
- 18 K. Kt. to K. third
- 19 P. to Kt. fourth
- 20 Q. to K. B. second
- 21 Q. to K. Kt. second
- 22 K. Kt. to Q. B.
- 23 Q. B. takes Kt. (b)
- 24 B. to K. B. sixth (c)
- 25 R. takes B.
- 26 B. takes R. (d)
- 27 P. to K. fifth
- 28 Q. takes Q. Kt. P.
- 29 Q. to Q. fifth
- 30 K. to R. square (e)
- 31 Q. to K. B. third
- 32 K. to Kt. second
- 33 K. takes Kt.
- 34 Kt. to K. second
- 35 Kt. to Q. B. third
- 36 Kt. to K. fourth
- 37 K. to K. second
- 38 Kt. to Q. sixth
- 39 Kt. to Q. B. fourth
- 40 Q. to K. third

WHITE.

- 41 Q. to Q. fourth
- 42 Q. to K. Kt. seventh (ch)
- 43 K. to Kt. second
- 44 Q. takes K. B. P. (ch)
- 45 B. to K. Kt. fourth
- 46 K. to R. second
- 47 Q. to K. B. sixth
- 48 B. takes Kt.
- 49 Q. takes K. Kt. P.

BLACK.

- 41 P. to Q. B. third
- 42 K. to Q. third
- 43 Q. takes Q. B. P.
- 44 Kt. to K. third
- 45 Q. to K. fifth (ch)
- 46 Q. to K. eighth
- 47 P. to Q. R. fourth
- 48 Q. takes B.

And after a few more moves Black resigned.

- (a) P. to K. B. fifth would have been better.
 (b) This was not a good move, he ought first to have taken off the Bishop.
 (c) Why not at once take R. with B. the move made is worse than useless. (d) Kt. to Q. fifth was the proper move.
 (e) Any other move would have been fatal.

A LIVELY LITTLE SKIRMISH BETWEEN HERB KLING AND AN AMATEUR.

Bishop's Gambit.

BLACK. Mr. K.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 K. to B. square
- 5 Kt. to Q. B. third
- 6 P. to Q. fourth
- 7 P. to K. Kt. third
- 8 K. to Kt. second
- 9 R. P. takes P.
- 10 B. to K. second
- 11 P. takes P.
- 12 B. to Q. Kt. fifth (ch)
- 13 Kt. to K. B. third
- 14 Kt. takes Kt. P.
- 15 R. to K. square
- 16 Q. to K. R. fifth
- 17 Kt. takes Q. P.
- 18 Kt. to K. sixth (d)
- 19 R. takes Kt. (ch)
- 20 R. takes Kt. (ch)
- 21 Q. to K. B. fifth (check)
- 22 B. to K. B. fourth (ch)

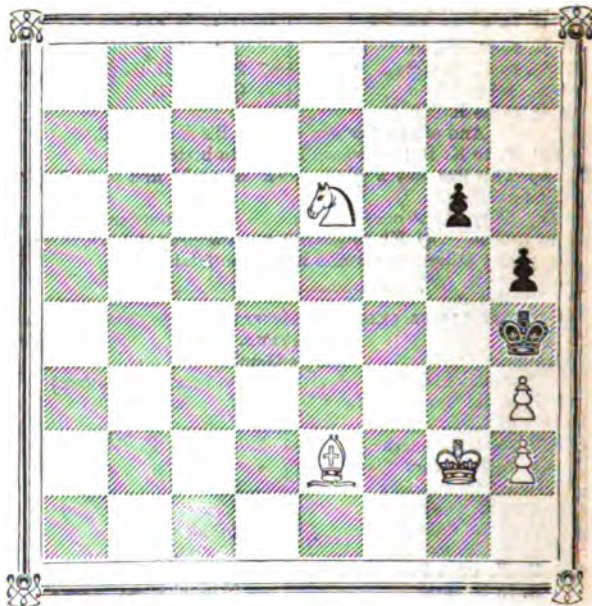
WHITE. (Amateur.)

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Q. to K. R. fifth
- 4 P. to K. Kt. fourth
- 5 B. to K. Kt. second
- 6 P. to Q. B. third (v)
- 7 P. takes P.
- 8 P. to Q. fourth
- 9 Q. to K. Kt. fifth
- 10 Q. to K. three
- 11 P. takes P.
- 12 B. to Q. two
- 13 Kt. to K. second
- 14 Q. to Q. Kt. third (b)
- 15 Kt. to Q. B. third (c)
- 16 R. to K. B. square
- 17 Q. to Q. square
- 18 B. takes Kt.
- 19 K. to Q. second
- 20 K. to Q. B. square
- 21 K. to Q. Kt. square
- 22 Kt. to K. fourth

And Black mated in five moves.

- (a) This move is generally considered to be weak.
 (b) P. to K. Kt. third would have been better.
 (c) Bad play shutting his Queen for the defence of the King's file. (d) Brilliantly played.

PROBLEM No. XI. BY ALFRED KEMP, ESQ., (SENTER.)



White to move, and Checkmate in six moves.

SOLUTION TO PROBLEM VII.

WHITE.

- 1 R. to K. sixth
- 2 R. takes Q. (check)
- 3 Q. to Q. B. eighth (mates)

BLACK.

- 1 Q. takes R. or moves
- 2 P. takes or moves

PROBLEM NO. XII., BY MR. HILLES.



White moving first to Checkmate in three moves.

SOLUTION TO PROBLEM VIII.

WHITE.

- 1 Q. to Q. fifth (ch)
- 2 Kt. to Q. B. sixth (ch)
- 3 R. to Q. B. fourth (ch)
- 4 R. takes R. (mates.)

BLACK.

- 1 Kt. takes Q.
- 2 K. moves
- 3 R. interposes

GAME BETWEEN MR. HORWITZ AND MR. HILLEL,
The former giving the odds of Pawn and two moves.

WHITE. [MR. HILLEL.]	BLACK. MR. HORWITZ.
1 P. to K. fourth	2 P. to K. third
2 P. to Q. fourth	3 P. to K. Kt. third
3 B. to Q. third	4 B. to K. Kt. second
4 P. to K. R. fourth	5 P. to Q. B. fourth
5 P. to K. fifth	6 P. takes P.
6 P. to Q. B. third	7 Kt. to Q. B. third
7 P. takes P.	8 Kt. to K. second
8 P. to K. R. fifth	9 P. to Q. K. third
9 P. takes P.	10 Q. to Q. Kt. third
10 Kt. to K. B. third	11 P. to Q. third
11 B. to Q. B. second	12 Q. to Q. Kt. fifth (ch)
12 P. takes P.	13 Q. takes P. on Q. sixth
13 Kt. to Q. B. third	14 B. to Q. second
14 B. to K. third	15 Castles (Q. R.)
15 Q. to K. second	16 Q. to Q. Kt. fifth
16 Castles Q. R.	17 Q. to Q. R. fourth
17 P. to Q. R. third	18 Kt. to Q. fourth
18 B. to B. fourth	19 Q. takes Kt.
19 Kt. takes Kt.	20 Kt. takes B.
20 B. to K. fifth	21 Q. to Q. B. fourth
21 P. takes Kt.	22 B. to Q. Kt. fourth
22 R. to K. R. fourth	23 R. takes R.
23 R. takes R. (ch)	24 Q. takes Q.
24 Q. to K. third	25 B. to Q. B. third
25 P. takes Q.	26 K. to Q. second
26 P. to K. fourth	27 K. to K. second
27 P. to Q. Kt. fourth	28 B. to K. square (a)
28 K. to Q. Kt. second	29 R. to Q. third (b)
29 R. to K. Kt. fourth	30 R. to Q. B. third (ch)
30 K. to Q. B. third	31 R. to Q. Kt. third
31 K. to Q. Kt. third	32 R. to Q. B. third
32 P. to Q. R. fourth (d)	33 P. to Q. R. third
33 R. to K. Kt. third	34 R. to Q. B. second (c)
34 Kt. to K. R. fourth	35 P. to Q. Kt. fourth
35 Kt. to K. B. third	36 K. to K. B. square
36 P. to Q. R. fifth	37 B. to Q. second
37 Kt. to Q. fourth	38 K. to K. Kt. square
38 Kt. to K. B. third	39 B. to K. B. square
39 R. to K. R. third	40 K. to K. Kt. second
40 B. to Q. third	41 R. to Q. B. eighth
41 R. to K. Kt. third	42 R. to Q. R. eighth
42 Kt. to K. R. fourth	

WHITE.

- 43 B. to Q. B. second
- 44 R. to Q. B. third
- 45 K. to Q. R. second
- 46 R. takes R.
- 47 B. to Q. square
- 48 B. to K. second
- 49 B. to K. Kt. fourth
- 50 B. takes P.
- 51 Kt. to K. B. third
- 52 K. to Q. R. third
- 53 B. to K. B. fifth (ch)
- 54 P. to K. sixth
- 55 K. to Q. R. second
- 56 K. to Q. Kt. third
- 57 K. to Q. R. second
- 58 K. to Q. Kt. second

BLACK.

- 43 R. to Q. R. fifth
- 44 R. takes P. (ch)
- 45 R. to Q. B. fifth
- 46 P. takes R.
- 47 B. to Q. Kt. fifth
- 48 P. to Q. Kt. fourth
- 49 B. takes P.
- 50 B. to Q. B. sixth
- 51 K. takes P.
- 52 P. to Q. R. fourth
- 53 K. to K. Kt. second
- 54 B. to Q. Kt. fifth (ch.)
- 55 P. to Q. B. sixth
- 56 B. to Q. R. fifth (ch.)
- 57 P. to Q. B. seventh
- 58 B. to Q. R. sixth (ch)

And White resigned.

[a] Black's object is evidently to keep the adverse Rook out of play. (b) Well calculated as the following move will show.

(c) Well answered.

(d) King to Bishop's square would have been better play.

GAME BETWEEN MR. SCHULDER AND MR. P.— ONE OF THE
FINEST PLAYERS OF THE DAY.

WHITE. (MR. P.)

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to Q. third
- 5 B. to K. second
- 6 P. to K. fifth
- 7 B. to K. third
- 8 B. to K. Kt. square (a)
- 9 B. to K. B. second
- 10 Castles
- 11 Q. Kt. to Q. second
- 12 P. to Q. fourth
- 13 P. to Q. B. third

BLACK. (MR. S.)

- 1 P. to K. third
- 2 P. to Q. B. fourth
- 3 P. to Q. Kt. third
- 4 B. to Q. Kt. second
- 5 P. to Q. fourth
- 6 Kt. to K. B. third
- 7 Kt. to Kt. fifth
- 8 Kt. to K. R. third
- 9 Kt. to Q. B. third
- 10 B. to K. second
- 11 R. to Q. B. square
- 12 P. to Q. B. third
- 13 Kt. to K. B. fourth

- | | |
|------------------------------------|---------------------------|
| 14 B. to Q. third | 14 Kt. to K. R. third (b) |
| 15 P. to K. R. third | 15 P. takes P. |
| 16 Kt. takes P. | 16 Kt. takes Kt. |
| 17 B. takes Kt. | 17 P. to K. B. fourth |
| 18 P. takes P. (<i>en pass.</i>) | 18 B. takes P. |
| 19 Q. to R. fifth (check) | 19 Kt. to B. second |
| 20 Q. R. to K. square | 20 B. takes B. (check) |
| 21 P. takes B. | 21 Q. to K. B. third |
| 22 Kt. to K. B. third | 22 P. to K. Kt. third |
| 23 Q. to Kt. fourth | 23 R. to Q. B. third |
| 24 P. to K. B. fifth | 24 P. takes P. |
| 25 B. takes P. | 25 K. to K. second |
| 26 B. takes P. | 26 Kt. to K. R. third |
| 27 B. takes P. (dis. ch.) | 27 K. to Q. square |
| 28 Q. to R. fifth | 28 Q. R. to Q. B. second |
| 29 R. to K. sixth | 29 Q. to K. B. fifth |
| 30 B. takes B. | 30 Kt. to B. fifth |
| 31 Q. R. to K. fourth | 31 Kt. to Kt. sixth |
| 32 Q. to Q. fifth (check) | 22 R. to Q. second |
| 33 Q. takes R. (check) | 33 K. takes Q. |
| 34 Kt. to K. fifth (check) | 34 K. to B. second |
| 35 K. R. takes Q. | |

And Black resigns.

[a] A weak move.

[b] Black appears to be doing all he can to develop his adversaries force.

GAME BETWEEN MR. HORWITZ AND MR. H. C.

The former giving Q. R., which must be removed from the board.

- | WHITE. (MR. H.) | BLACK. (MR. H.—C.) |
|-----------------------|--------------------------|
| 1 P. to K. fourth | 1 P. to K. fourth |
| 2 P. to K. B. fourth | 2 P. takes P. |
| 3 B. to Q. B. fourth | 3 Q. to K. R. fifth (ch) |
| 4 K. to B. square | 4 Kt. to K. B. third (a) |
| 5 Kt. to K. B. third | 5 Q. to K. R. fourth |
| 6 Kt. to Q. B. third | 6 B. to Q. Kt. fifth (b) |
| 7 Kt. to Q. Kt. fifth | 7 Q. to Q. B. fourth |
| 8 Q. to K. second | 8 P. to Q. R. third |
| 9 P. to Q. fourth | 9 Q. to Q. Kt. third |

10 Kt. to Q. B. third	10 B. takes Kt.
11 P. takes B.	11 Q. to Q. R. fourth
12 B. to Q. second	12 Castles.
13 Q. to Q. third (d)	13 P. to Q. Kt. fourth
14 B. to Q. Kt. third	14 Kt. to K. R. fourth
15 P. to Q. B. fourth	15 Q. to Q. Kt. third
16 P. to Q. B. fifth	16 Q. to K. Kt. third
17 Kt. to K. fifth	17 Q. to K. R. third
18 P. to K. Kt. fourth (e)	18 Kt. to K. Kt. sixth (ch)
19 Q. takes Kt.	19 P. takes Q.
20 B. takes Q.	20 P. to K. Kt. seventh (ch) (f)
21 K. takes P.	21 P. takes B.
22 K. to K. B. third	22 B. to Q. Kt. second
23 P. to K. R. fourth	23 K. to K. Kt. second
24 Kt. to Q. third	24 P. to K. B. fourth (g)
25 P. to Q. fifth	25 P. takes K. P. (ch)
26 K. takes P.	26 P. to Q. R. fourth
27 P. to Q. R. third	27 Kt. to Q. R. third
28 K. to Q. fourth	28 Q. R. to K. square
29 P. to Q. B. third	29 K. R. to K. B. sixth
30 P. to K. R. fifth	30 R. takes Kt. (ch) (h)
31 K. takes R.	31 Kt. takes P. (ch)
32 K. to Q. B. second	32 Kt. takes B.
33 K. takes Kt.	33 B. takes P. (ch)

And White resigned.

(e) Quite unusual.

(f) Weakly played.

(g) The Queen should have gone to her Kt. eighth.

(d) If 13 B. takes K. R. P.	13 B. takes Q. B. P.
14 Q. takes Q. B. P.	14 Kt. takes K. P.

It is evident that if white now take off the Kt. with his Queen he loses two pieces in return; and if he first take the Q. Kt. with B., Black can, in the first place, retake B. with R.; and on White taking the K. Kt., Black replies with Q. takes B. (ch) winning another Pawn, and having by far the better game.

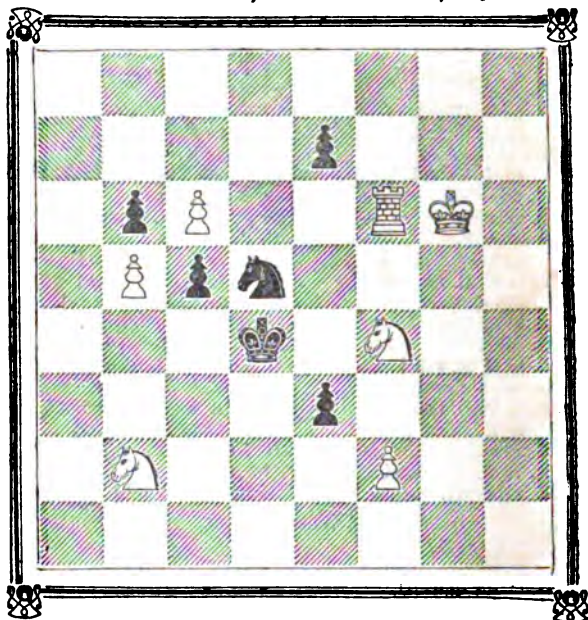
(e) Very hazardous.

(f) Well played.

(g) A good move.

(h) Brilliantly terminated.

PROBLEM NO. XIII., BY E. B. WOUNALD, ESQ.



White to move, and Checkmate in four moves.

GAME BETWEEN MR. HORWITZ AND MR. HILLEL,
the former giving Pawn and two moves.

WHITE. (MR. HILLEL.)

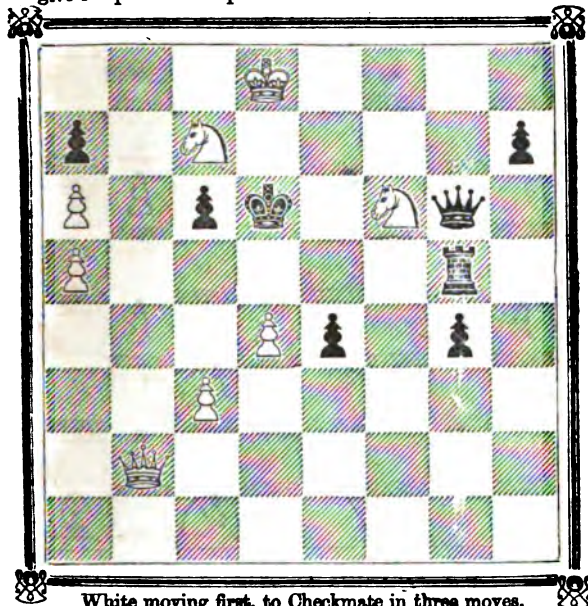
- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 B. to Q. third
- 4 Kt. to Q. B. third
- 5 P. to K. fifth
- 6 Kt. to K. fourth
- 7 Kt. to K. R. third
- 8 Q. to K. Kt. fourth
- 9 Q. to K. Kt. third
- 10 P. to Q. B. third
- 11 P. takes P.
- 12 Q. takes Kt. P. (a)
- 13 Kt. to Q. sixth (check)

BLACK. (MR. HORWITZ.)

- 2 P. to K. third
- 3 Q. to K. second
- 4 P. to Q. R. third
- 5 P. to K. Kt. third
- 6 Q. to K. B. second
- 7 P. to K. R. third
- 8 P. to K. R. fourth
- 9 P. to Q. B. fourth
- 10 P. takes P.
- 11 P. to K. B. fifth
- 12 Q. takes Q.
- 13 B. takes Kt.

PROBLEM NO. XIV.

From the Illustrated London News, given in six moves but finding that it can be solved in four moves in a very neat way, we give it a place in our periodical.



White moving first, to Checkmate in three moves.

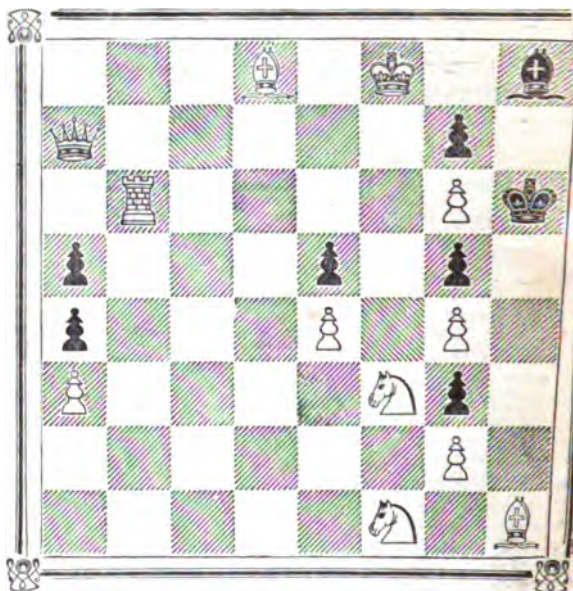
- | | |
|--|--------------------------------------|
| 14 B. takes Q. (check) | 14 K. to K. second (b) |
| 15 B. to K. Kt. fifth (oh.) | 15 K. to K. B. square |
| 16 B. takes B. | 16 K. to K. Kt. second |
| 17 B. to K. fourth | 17 P. to Q. R. fourth |
| 18 Castles (K. R.) | 18 R. to Q. R. third |
| 19 B. to K. B. fourth | 19 Kt. to Q. B. third |
| 20 B. takes Kt. | 20 Kt. P. takes B. |
| 21 B. to K. fifth (check) | 21 Kt. to K. B. third |
| 22 P. to K. Kt. fourth | 22 P. takes P. (<i>en passant</i>) |
| 23 B. P. takes P. | 23 R. takes Kt. (c) |
| 24 R. takes Kt. | 24 K. to Kt. square |
| 25 Q. R. to K. B. square | 25 B. to Q. Kt. second |
| 26 R. to K. B. seventh And mates in for moves. | |

[a] First rate play.

[b] Why not King at once, to King Rishop's square, and not giving White the chance of bringing Bishops into play.

[c] Black is forced to take Kt., in order to get piece for piece.

PROBLEM NO. XIV., BY P. G. RAINGER, ESQ.



White to move, and Checkmate in six moves.

With P. at K. Kt. second, without taking any of Black's pieces

SOLUTION TO ENIGMA No. 5.

WHITE.

- 1 R. to Q. Kt. seventh
- 2 Q. to Q. B. sixth [ch]
- 3 R. to Q. Kt. eighth [ch]
- 4 Q. mates.

BLACK.

- 1 Q. to K. seventh, or Q. sq
- 2 R. or Q. interposes.
- 3 K. takes K.

ENIGMA NO. IX. BY MR. W. GRIMSHAW, (YORK.)



White playing first mates in three moves.

SOLUTION TO ENIGMA No. 6.

WHITE.

- 1 B. takes P. [ch]
- 2 K. to Q. B. fourth
- 3 Q. mates.

BLACK.

- 1 K. takes B. or A.
- 2 Any move.

A.

- 1
- 2 Q. to Q. B. sixth
- 3 Q. mates

- 1 K. to Q. Kt. fifth
- 2 B. moves
- 3

ANSWERS TO CORRESPONDENCE.

J. WATKINSON (Huddersfield).—We thank you most sincerely for the active interest you exhibit on behalf of the "Chess Player," as well as for the valuable suggestions contained in your letter of the 11th ult. We regret the errors of which you justly complain—we have, however, entered into fresh arrangements, by which similar defects will in future be avoided. Instructions for our juvenile subscribers will be resumed.

R. W. S.—The incomprehensible position on the wrapper of the October number of the "Chess Player," is a freak of the printer, who seems to possess notions of Chess peculiar to him.

J. B. (Truro).—The most perfect and comprehensive catalogue of Chess Bibliography, is that published about three years since in Vienna. It can be procured of Williams and Norgate, Henrietta-street, Covent-garden.

INQUIRENIO.—Blank Chess diagrams can be procured at a moderate price from Hastings, of Carey-street.

JUVENIS.—The Queen wins against Rook and Pawn in many cases, but great care is requisite.

CAESAR AMICUS.—We quite agree with your observations upon the elevating tendencies of Chess, and are gratified to learn that it is so largely practised amongst the poorer classes of your locality. Certain it is that many writers on education have advocated its introduction into the studies of youth. The following writers of antiquity have spoken in praise of Chess.—Heraclitus, Euripides, Sophocles, Philostratus, Homer, Virgil, Aristotle, Seneca, Plato, Ovid, and Horace. Charles the Twelfth, of Sweden, who had an aversion to gaming, and forbade it in his army, excepted Chess in a particular manner. He took much delight in the game himself, and was very active in promoting its practice amongst his courtiers. It is related that while that Prince was at Bender he played at it every day with his general Poniatowski, or with his treasurer, Grothusen.

*** We should feel obliged of an intimation from any of our friends who may detect any errors of the press in our periodical. By occasionally publishing a list of errata, we hope to make the work as correct as possible.

LONDON:

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CHESS STUDY NO. XXV. BY KLING AND HORWITZ.



White, with the move, can only draw ; but Black, having the move, must lose.

SOLUTION TO CHESS STUDY NO. XVII.

WHITE.

- 1 B. to R. square
- 2 K. to R. third
- 3 B. to Kt second
- 4 K. to R. second
- 5 K. to Kt. square

BLACK.

- 1 K. to B. eighth
- 2 K. to Kt. seventh
- 3 K. to B. seventh
- 4 K. to K. sixth
- 5 K. to K. seventh and draws.

GAME BETWEEN MR. E. WILLIAMS AND MR. THRUPP.

WHITE (Mr. Thrupp)

- 1 K. P. 2
- 2 K. Kt. to B. third
- 3 B. to Kt. fifth
- 4 Q. Kt. to B. third (a)
- 5 Castles
- 6 Q. P. 1
- 7 K. B. to R. fourth
- 8 K. B. to Kt. third
- 9 Q. B. to K. Kt. fifth
- 10 B. takes B. (b)
- 11 Kt. to Q. fifth
- 12 B. takes B.
- 13 K. R. P. 1
- 14 Kt. to R. second
- 15 Q. to R. fifth
- 16 Q. B. P. 1
- 17 P. takes P. (c)
- 18 Q. to B. third
- 19 B. to Kt. 3
- 20 Kt. to Kt. fourth
- 21 Q. B. to K. square
- 22 Q. to K. third
- 23 P. takes Kt.
- 24 K. Kt. P. 1
- 25 B. to Q. square

BLACK. (MR. E. WILLIAMS)

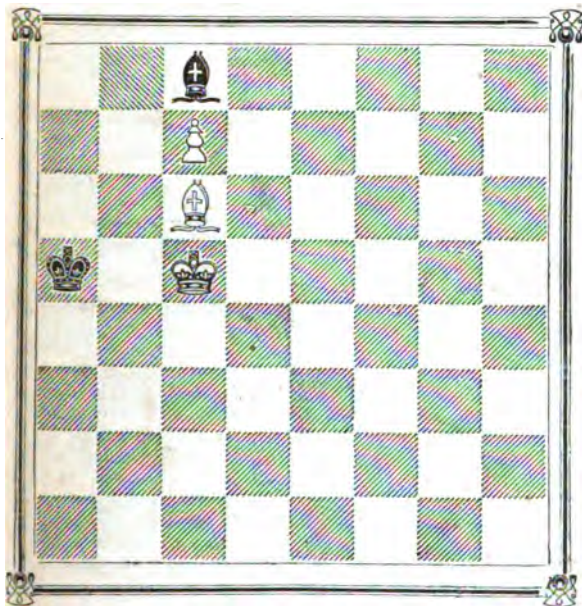
- 1 K. P. 2
 - 2 Q. Kt. to B. third
 - 3 K. Kt. to B. third
 - 4 Q. P. 1
 - 5 Q. B. to Q. second
 - 6 K. B. to K. second
 - 7 Castles.
 - 8 B. to K. third
 - 9 K. Kt. to Kt. fifth
 - 10 Q. takes B.
 - 11 B. takes Kt.
 - 12 K. to R. square
 - 13 Kt. to K. B. third
 - 14 K. B. P. 2
 - 15 Kt. to Q. fifth
 - 16 Kt. to K. third
 - 17 Kt. to B. fifth
 - 18 Q. B. P. 1
 - 19 R. takes P.
 - 20 R. to Kt. fourth
 - 21 Q. R. to K. B. square
 - 22 Kt. takes Kt.
 - 23 B. takes P.
 - 24 Q. to R. fifth
 - 25 Q. to R. sixth
- And wins.

(a) Q. to K. second is thought to be the better.

(b) This exchange is advantageous to Black.

(c) He should have taken the Kt. with B.

CHESS STUDY NO. XXVI. BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO CHESS STUDY NO. XVIII.

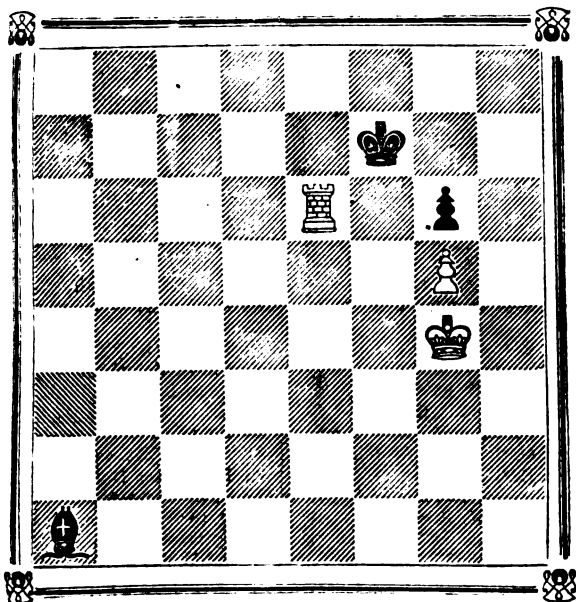
WHITE.

- 1 R. takes R.
- 2 Kt. to Q. fifth
- 3 B. to Q. R. third
- 4 B. to Q. Kt. second
- 5 B. to Q. B. second
- 6 B. to Q. Kt. second & draws.

BLACK.

- 1 K. takes R. (best)
- 2 K. to B. square
- 3 K. to Kt. second
- 4 K. to K. R. third
- 5 K. to K. Kt. second

CHESS STUDY NO. XXVIII. BY KLING AND HORWITZ.



White can only draw.

SOLUTION TO CHESS STUDY NO. XX.

BLACK.

- 1 K. to B. third
- 2 K. to B. fourth
- 3 K. to B. fifth
- 4 K. to Kt. sixth

WHITE.

- 1 R. to Q. square
- 2 K. to B. seventh
- 3 K. to Kt. sixth
- 4 R. to K. R. square & wins.

GAME PLAYED AT KLING'S CHESS ROOMS.

White gives Pawn and two moves.

Remove White's King's Bishop's Pawn.

BLACK.	WHITE.
1 P. to K. fourth	1
2 P. to Q. fourth	2 Kt. to Q. B. third
3 B. to K. third (a)	3 P. to K. fourth
4 B. to Q. B. fourth	4 Kt. to K. B. third
5 P. to Q. fifth	5 Kt. to K. second
6 Kt. to Q. B. third	6 Kt. to K. Kt. third
7 P. to K. Kt. third (b)	7 B. to Q. Kt. fifth
8 K. Kt. to K. second	8 Kt. takes K. P. (c)
9 Castles	9 Kt. to K. B. third
10 P. to K. B. fourth	10 P. to K. fifth (d)
11 Kt. to Q. fourth	11 P. to Q. B. fourth
12 K. Kt. to Q. Kt. fifth	12 P. to Q. third
13 P. to Q. R. third (e)	13 B. to Q. R. fourth
14 P. to Q. Kt. fourth	14 P. takes P.
15 P. takes P.	15 B. takes P.
16 B. to Q. R. fourth	16 B. takes Kt.
17 Kt. takes B.	17 P. to Q. R. third
18 B. to Q. Kt. fifth (ch)	18 K. to B. second
19 P. to K. B. fifth	19 Kt. to K. fourth
20 Kt. takes P. (f)	20 Kt. takes Kt.
21 Q. to K. R. fifth (ch)	21 K. to K. Kt. square
22 R. takes Kt.	22 R. P. takes B.
23 P. to K. B. sixth (g)	23 P. to K. Kt. third
24 Q. to K. R. sixth	24 Q. to K. B. square
25 R. takes Kt.	25 Q. takes Q.
26 B. takes Q.	And White resigned

- (a) Pawn to Queen fifth is the classical move.
 (b) Defending and preparing for attack at the same time.
 (c) Castling would have been preferable.
 (d) This Pawn is rather too far advanced.
 (e) A necessary move, as White threatens to win a piece.
 (f) The game from this point becomes favorable to black.
 (g) The finishing stroke.

GAME BETWEEN MESSRS. F—R AND BODEN.

WHITE. [MR. F—R.]	BLACK. [MR. BODEN.]
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 P. to Q. third
3 P. to Q. fourth	3 P. takes P.
4 Kt. takes P.	4 P. to Q. fourth

WHITE.

- 5 P. takes P.
- 6 P. to Q. B. third (a)
- 7 K. B. to K. second
- 8 Castles
- 9 Q. B. P. takes Kt.
- 10 B. to K. B. third
- 11 Q. to Q. Kt. third
- 12 Kt. to Q. second
- 13 P. to Q. fifth
- 14 R. P. takes Q.
- 15 B. takes B.
- 16 Q. R. takes R. P.
- 17 R. to Q. R. fourth
- 18 Kt. to K. B. third
- 19 Q. B. to K. B. fourth
- 20 K. R. to K. square
- 21 K. to B. square
- 22 K. takes R.
- 23 B. to K. Kt. third
- 24 Kt. to K. fifth (d)
- 25 Kt. to K. B. third
- 26 K. to K. second
- 27 K. to K. square
- 28 R. takes B.

BLACK.

- 5 Q. takes P.
- 6 Q. B. to Q. second
- 7 Kt. to Q. B. third (b)
- 8 Kt. takes Kt.
- 9 Castles
- 10 Q. to Q. R. 4th
- 11 Q. to Q. Kt. 3rd
- 12 B. to K. 3rd
- 13 Q. takes Q.
- 14 B. takes Q. P.
- 15 Q. R. takes B.
- 16 K. to Kt. square
- 17 K. B. to Q. B. 4th
- 18 Kt. to K. B. 3rd
- 19 K. R. to Q. square
- 20 Q. R. to Q. 8th
- 21 R. takes R.
- 22 Kt. to Q. 4th (c)
- 23 Kt. to Q. Kt. 5th
- 24 P. to K. B. 3rd
- 25 Kt. to Q. 6th, (ch.)
- 26 Kt. to Q. B. 8th, (ch.)
- 27 B. to Q. Kt. 5th, (ch.)
- 28 Kt. to Q. 6th, (ch.)
and wins.

(a) Had white played Kt. to Q. B. third, black would have pinned it with K. B.

(b) He dare not take K. Kt. P. with Q. fearing black's reply of K. B. to K. B. third.

(c) This and the following move are well played for preserving black's advantage in position.

(d) An evident miscalculation.

(e) The winning move; white must take the B, or be mated.

A CONSULTATION GAME PLAYED AT KLING'S CHESS ROOMS,

WHITE.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 K. Kt. to B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth

BLACK.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. fourth
- 6 K. B. to R. second

WHITE.	BLACK.
7 P. to Q. fourth	7 P. to Q. third
8 Kt. to Q. third (a)	8 P. to K. B. sixth
9 P. takes P.	9 B. to K. second
10 B. to K. B. fourth	10 B. takes R. P. (ch)
11 K. to Q. second	11 B. to K. Kt. fourth
12 P. takes P.	12 B. takes P.
13 Q. takes B. (b)	13 P. takes Q.
14 R. takes R.	14 B. takes B. (ch)
15 Kt. takes B.	15 Q. to K. Kt. fourth
16 B. takes P. (ch)	16 K. to B. square
17 K. to K. third	17 Kt. to K. B. third
18 B. to Q. fifth	18 Kt. takes R.
19 B. takes P.	19 Kt. to K. B. third
20 Q. Kt. to B. third	20 Kt. to K. R. fourth
21 Kt. to K. second	21 Kt. to Q. second
22 B. takes R.	22 Q. Kt. to K. B. third
23 R. to K. B. square	23 K. to K. second
24 K. to Q. third	24 P. to K. Kt. sixth
25 P. to K. fifth	25 P. takes P.
26 P. takes P.	26 Kt. takes Kt.
27 Kt. takes Kt.	27 Kt. to K. Kt. fifth
28 B. to K. fourth	28 Kt. takes P. (ch)
29 K. to Q. fourth	29 K. to Q. third (c)
30 P. to Q. Kt. third	30 Kt. to K. Kt. fifth and Wins.

[a] White should have taken K. B. Pawn with Knight, exchanging Bishop and Knight for Pawn and Rook. This would have exposed Black's King to an embarrassing attack.

[b] A daring move, especially in a Consultation Game.

[c] An effective move.

BRISTOL CHESS CLUB.

MR. WHITHERS (black) gives P. and two moves to MR. D. VINES.
Remove black K. B. P.

WHITE.	BLACK.
1 K. P. 2 and Q. P. 2	1 K. P. 1
2 K. B. to Q. 3	2 Q. B. P. 2
3 K. P. one	3 Q. P. 2
4 Q. B. P. 2	4 B. P. takes Q. P.
5 Q. to K. R. 5 (ch)	5 K. to Q. 2
6 P. takes P.	6 Q. to R. 4 (ch)
7 B. to Q. 2 (a)	7 Q. takes Q. P.

8 K. Kt. to B. 3
 9 Q. to B. 7 (ch) (b)
 10 Castles
 11 Q. to K. R. 5
 12 Q. to R. 3
 13 K. Kt. P. 2
 14 Q. Kt. to R. 8
 15 K. B. to B. 4
 16 Q. R. to Q. B. sq.
 17 Q. Kt. to Kt. 5
 18 K. Kt. P. one
 19 K. R. to K. sq.
 20 Q. Kt. takes P.
 21 B. to K. 3
 22 K. B. to Kt. 6
 23 K. R. to Q. sq.
 24 Q. R. to B. 2(c)
 25 K. B. takes Kt.
 26 Kt. takes Kt.
 27 Q. takes Q.
 28 Kt. to Q. 4
 29 Kt. takes K. R.
 30 Q. R. P. 1
 31 Kt. to Q. 4
 32 Q. B. to B. 4
 33 Q. B. to B. sq (d)
 34 R. to K. sq. (e)
 35 B. to Q. 2
 36 B. takes R.

8 Q. Kt. to B. 3
 9 K. Kt. to K. 2
 10 Q. Kt. to Q. sq.
 11 K. Kt. P. one
 12 K. Kt. to B. 4
 13 K. Kt. to K. 2
 14 K. Kt. to B. 3
 15 Q. to B. 4
 16 Q. to K. 2
 17 K. B. P. 2
 18 K. B. to Kt. 2
 19 K. R. to K. B. sq.
 20 Q. to K. B. 2
 21 K. to K. sq.
 22 Q. B. to Q. 2
 23 Q. R. to B. sq.
 24 Q. R. P. 1
 25 Kt. takes B.
 26 Q. takes Kt.
 27 R. takes Q.
 28 R. takes R.
 29 R. takes Q. Kt. P.
 30 Q. B. to B. 3
 31 Q. B. to Q. 4
 32 K. B. to B. sq.
 33 R. to Kt. 8
 34 B. takes P.
 35 K. takes R. (ch)
 36 K. B. to Kt. 7 and wins.

(a) The best move is Q. Kt. to Q. 2, in order, after playing K. Kt. to B. 3rd, to attack Q. with B.—(b) Weak; we should prefer castling.—(c) White loses time here.—(d) This loses at once.—(e) Better to K. B. sq.

Black (Mr. S. S. B.) gives the Pawn and two moves Mr. J. B. B.
 Remove second player's K. B. P.

WHITE.

1 K. P. 2 and Q. P. 2
 2 Q. Kt. to B. 3
 3 K. B. to Q. 3.
 4 Q. B. to K. Kt. 5
 5 K. Kt. to B. 3.
 6 Castles.
 7 Q. Kt. P. takes B.

BLACK.

1 K. P. 1
 2 K. B. to Q. Kt. 5
 3 K. Kt. to K. 2
 4 Castles.
 5 Q. B. P. 1
 6 K. B. takes Q. Kt
 7 O. P. 2

WHITE.

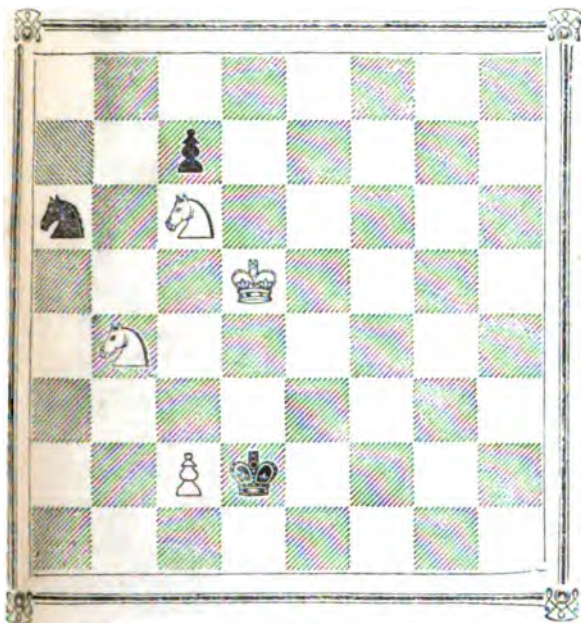
- 8 K. P. 1
- 9 K. Kt. to R. 4
- 10 K. Kt. takes Kt.
- 11 Q. to K. R. 5
- 12 Q. R. to Q. Kt. square
- 13 Q. to K. R. 4
- 14 K. R. P. 1
- 15 Q. B. to Q. 2
- 16 Q. to K. Kt. 3
- 17 Q. to K. R. 4
- 18 K. B. to K. 2
- 19 K. B. to K. R. 5
- 20 Q. to K. Kt. 3
- 21 K. B. P. 2
- 22 K. R. to K. B. 3
- 23 Q. to K. B. 2 (a)
- 24 B. takes Kt. (ch)
- 25 Q. to K. R. 4
- 26 K. R. to K. Kt. 3
- 27 K. to R. 2
- 28 K. R. to K. 3
- 29 K. R. to K. Kt. 3
- 30 Q. to K. R. 5 (b)
- 31 B. to Q. B. square
- 32 B. to Q. R. 3
- 33 Q. R. to his sq.
- 34 Q. P. takes P.
- 35 B. P. takes Q. P.
- 36 Q. R. to K. Kt. square (d)
- 37 B. takes P.
- 38 Q. R. to his sq. (e)
- 39 Q. R. takes Q. R. P.
- 40 Q. takes Q. (f)
- 41 K. to R. square
- 42 K. to R. 2

BLACK.

- 8 Q. to Q. B. 2
- 9 K. Kt. to K. B. 4
- 10 P. takes Kt.
- 11 Q. B. to K. 3
- 12 Q. to K. B. 2
- 13 K. R. to K. square
- 14 K. R. P. 1
- 15 Q. Kt. P. 1
- 16 K. to R. sq.
- 17 Kt. to Q. 2
- 18 Kt. to K. B. sq.
- 19 Kt. to K. Kt. 3
- 20 K. to R. 2
- 21 K. R. to K. 2
- 22 B. to Q. 2
- 23 Q. to K. 3
- 24 Q. takes B.
- 25 Q. R. to K. sq.
- 26 Q. to K. B. 2
- 27 K. R. to K. 3
- 28 K. R. to K. Kt. 3
- 29 Q. R. to K. 3
- 30 B. to Q. B. sq.
- 31 B. to Q. R. 3
- 32 B. to Q. B. 5
- 33 Q. B. P. 1 (c)
- 34 Q. P. 1
- 35 B. to Q. 4
- 36 P. takes Q. B. P.
- 37 B. takes Q. R. P.
- 38 B. to Q. 4
- 39 K. R. takes K. R.
- 40 K. R. takes Kt. P. (ch)
- 41 K. R. to Kt. 6 (dis. ch.)
- 42 K. R. to Kt. 7 (ch. and draws by perpet. ch.)

- (a) Intending to play R. to K. Kt. 3
- (b) White has obtained by this move decidedly the best position; as Black's position is very much cramped.
- (c) Black determines to bring his B. into service.
- (d) This is necessary, as Black now threatens to take the K. Kt. P. with B., and if R. or K. retake, to win the Q.
- (e) If he play the other R. to K. R. 3, he loses Queen.
- (f) His best move. This termination was calculated upon by Black from the point when he gave up his Q. P. at move 33, not being in circumstances to expect more than a draw.

CHESS STUDY NO. XXIX. BY KLING AND HORWITZ.



Black with the move can draw.

SOLUTION TO CHESS STUDY NO. XXI.

WHITE.

- 1 K. to B. sq.
- 2 K. to Kt. sq.
- 3 K. to B. second
- 4 P. to Kt. third
- 5 K. takes P.

The only move to draw.

BLACK.

- 1 K. to Kt. sixth
- 2 K. to R. fifth
- 3 K. to R. fourth
- 4 P. takes P. (ch)
- 5 K. to R. third and draws {a}

GAME BETWEEN MR. BIRD AND SIGNOR PINKOLI.

he former giving his K. Kt. which must be removed prior playing over the game.

WHITE. [Mr. S. Bird.]

- 1 K. P. two
- 2 K. B. to B. fourth
- 3 Q. B. P. one
- 4 Castles.
- 5 Q. P. two
- 6 P. takes P.
- 7 B. to Q. fifth
- 8 Q. to R. fifth
- 9 B. to K. fourth
- 10 Q. to R. sixth
- 11 Kt. to R. third (a)
- 12 P. takes P. (*en pass.*)
- 13 B. to K. B. fourth
- 14 Q. R. to K. square
- 15 B. takes Kt.
- 16 B. to K. fifth

Mate in seven moves.

(a) B. to Kt. fifth would have been better—winning at least a piece.

BLACK. [S. P.]

- 1 K. P. two
- 2 K. B. to B. fourth
- 3 K. Kt. to B. third
- 4 Castles.
- 5 B. to Kt. third
- 6 Kt. takes P.
- 7 Kt. to Kt. fourth
- 8 Kt. to K. third
- 9 K. Kt. P. one
- 10 Kt. to Kt. second
- 11 Q. P. two
- 12 Q. takes P.
- 13 Q. to K. B. third
- 14 Kt. to K. B. fourth
- 15 Q. takes B.
- 16 K. B. P. one

GAME BETWEEN MR. W. BROWN AND ANOTHER AMATEUR.

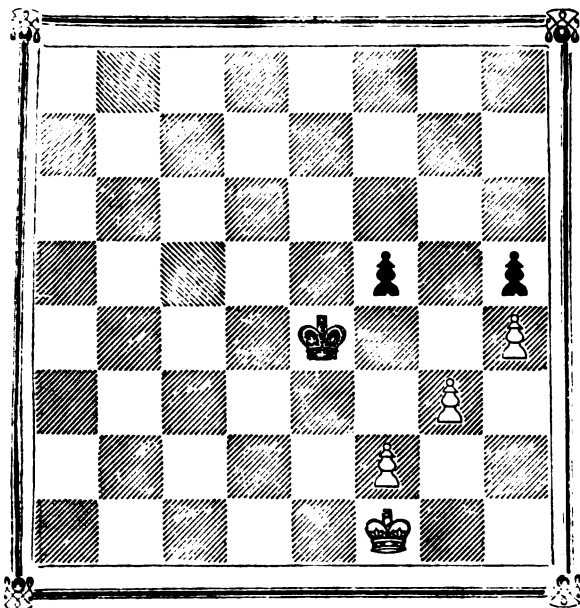
BLACK.—(Mr. Brown.)

- 1 P. to K. 4
- 2 P. to K. B. 4
- 3 B. to Q. B. 4
- 4 K. to B. sq
- 5 Kt. to Q. B. 3
- 6 Kt. to K. B. 3
- 7 P. to Q. 4
- 8 P. to K. 5
- 9 Kt. to K. 4
- 10 P. takes P. (*en pass.*)
- 11 K. to B. second
- 12 P. takes B.
- 13 P. to K. R. 4
- 14 Q. B. takes P.
- 15 P. to Q. B. third
- 16 Kt. to Q. B. fifth
- 17 P. takes Kt.
- 18 B. to Q. 7 (ch)
- 19 B. to K. 6
- 20 Q. to Q. 6 (ch)
- 21 B. takes R.
- 22 Q. to B. 8 (ch) and wins.

WHITE.—(Amateur.)

- 1 P. to K. 4
- 2 P. takes P.
- 3 Q. to R. 5 (ch)
- 4 P. to K. Kt. 4
- 5 P. to Q. B. 3
- 6 Q. to R. 4
- 7 P. to K. R. 3
- 8 B. to Kt. second
- 9 P. to Q. 4
- 10 B. to Kt. 5
- 11 B. takes Kt.
- 12 Kt. to Q. 2
- 13 P. takes P.
- 14 Castles
- 15 P. to K. B. 4
- 16 Kt. takes Kt.
- 17 R. to B. 3
- 18 R. takes P.
- 19 Q. to Q. sq
- 20 K. to Q. square
- 21 Q. takes B.

CHESS STUDY NO. XXX. BY KLING AND HORWITZ.



Black even with the move must lose.

SOLUTION TO CHESS STUDY NO. XXX.

WHITE.

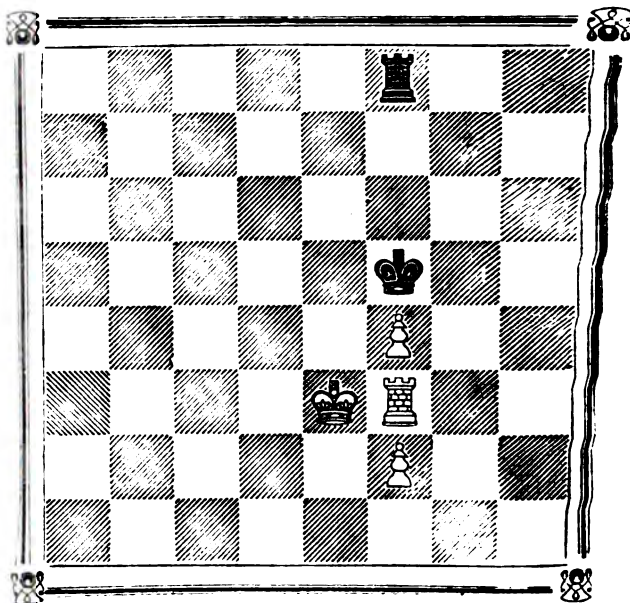
- 1 R. to B. eighth (ch)
- 2 R. to K. eighth (ch)
- 3 R. takes K. P. (ch)
- 4 R. to K. seventh (ch)
- 5 R. to Q. seventh (ch)
- 6 R. to Q. eighth (ch)
- 7 R. to Kt. eighth (ch)

And draws.

BLACK.

- 1 K. to K. third
- 2 K. takes P.
- 3 K. takes R.
- 4 K. to Q. sq.
- 5 K. to B. sq.
- 6 K. to Kt. second

CHESS STUDY NO. XXXI, BY KLING AND HORWITZ.



White can only draw.

SOLUTION TO CHESS STUDY NO. XXIV.

BLACK.

- 1 R. to R. sq.
- 2 K. to B. second
- 3 R. to K. Kt. sq.

WHITE.

- 1 K. to R. seventh
- 2 P. to R. sixth
- 3 P. Queens and draws.

PROBLEM NO. XV. BY MR. H. C. MOTT.



White to move, and checkmate in three moves.

SOLUTION TO CHESS STUDY NO. XXIII.

WHITE.

- 1 R. to R. fourth
- 2 K. to B. second and wins.

BLACK.

- 1 P. to Kt. seventh

GAME PLAYED AT THE LONDON CLUB BETWEEN MR. E. WILLIAMS
AND MR. G. MAUDE ;

The former giving the K. B. Pawn and move.

WHITE.—[M. G. Maude.]

- 1 K. P. two
- 2 Q. P. two
- 3 B. to Q. third
- 4 B. to K. third
- 5 K. B. P. two (a)
- 6 Kt. to K. B. third
- 7 Castles
- 8 Q. to K. square
- 9 K. P. one
- 10 B. P. takes P.
- 11 Q. takes Kt.
- 12 Q. B. P. one
- 13 Q. Kt. to Q. second
- 14 Kt. to K. fourth
- 15 Q. Kt. to K. Kt. third
- 16 R. to K. B. second [c]
- 17 Kt. takes B.
- 18 R. to K. B. square
- 19 R. takes R.
- 20 R. to B. fourth
- 21 Q. B. P. one
- 22 B. takes Kt.
- 23 Q. to K. fourth
- 24 Kt. takes Q.
- 25 Kt. to Kt. fifth
- 26 K. to B. second
- 27 Kt. to K. B. third
- 28 K. to K. third
- 29 Q. Kt. P. one
- 30 Kt. to K. square
- 31 K. to Q. third
- 32 P. takes P.
- 33 P. to K. Kt. third (d)
- 34 Q. P. one
- 35 P. takes P.
- 36 R. takes R. P.
- 37 R. to Q. R. seventh
- 38 Kt. to K. B. third

BLACK.—[Mr. E. Williams.]

- 1 Q. P. one
- 2 K. P. one
- 3 Kt. to Q. B. third
- 4 Kt. to K. B. third
- 5 B. to K. second
- 6 Castles
- 7 Kt. to K. Kt. fifth
- 8 B. to B. third (b)
- 9 P. takes P.
- 10 Kt. takes B.
- 11 B. to K. second
- 12 Q. to K. square
- 13 Q. to K. R. fourth
- 14 B. to Q. second
- 15 Q. to Kt. fifth
- 16 B. to K. R. fifth
- 17 Q. takes Kt.
- 18 R. takes R.
- 19 Kt. to K. second
- 20 Q. to K. R. third
- 21 Kt. to Kt. third
- 22 Q. takes B.
- 23 Q. takes Q.
- 24 B. to B. third
- 25 R. to K. square
- 26 K. R. P. one
- 27 R. to Q. square
- 28 Q. Kt. P. two
- 29 Q. R. P. two
- 30 Q. R. P. one
- 31 P. takes B. P.
- 32 R. to Q. Kt. square
- 33 R. to Kt. seventh
- 34 P. takes P.
- 35 B. takes P.
- 36 B. takes R. P.
- 37 Q. B. P. two
- 38 B. to Q. fourth

- | | |
|---------------------------|-------------------------|
| 39 Kt. to K. R. fourth | 39 R. to Kt. sixth (ch) |
| 40 K. to Q. second | 40 Q. B. P. one. |
| 41 Kt. to Kt. sixth (e) | 41 B. to K. fifth |
| 42 Kt. to K. seventh (ch) | 42 K. to B. square |
| 43 Kt. to Q. B. eighth | 43 P. checks and wins. |

(a) In games of this description this move is not good, because it somewhat interrupts the action of the Q. B.

(b) Black has a better opening than he ought to have obtained, by reason of his opponent losing valuable time at move fifth.

(c) All these moves are admirably played by White.

(d) A weak move.

(e) It was the opinion of several amateurs present, that this Kt. should have been played to B. fifth instead.

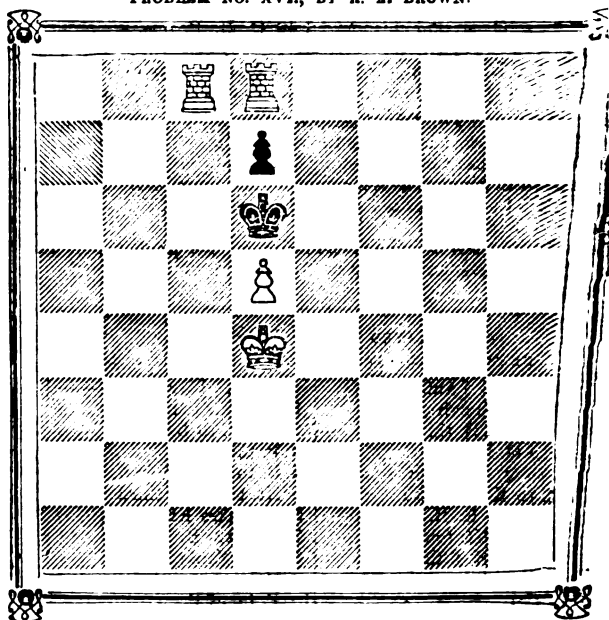
GAME PLAYED AT KLING'S CHESS ROOMS,
BETWEEN MR. DYSON and ANOTHER AMATEUR.

- | | |
|---------------------------|------------------------------|
| WHITE. [Amateur.] | BLACK. [Mr. D———] |
| 1 P. to K. fourth | 1 P. to K. fourth |
| 2 Kt. to K. B. third | 2 Q. Kt. to B. third |
| 3 P. to Q. fourth | 3 P. takes P. |
| 4 B. to Q. B. fourth | 4 B. to Q. B. fourth |
| 5 Kt. to K. Kt. fifth | 5 Kt. to K. R. third |
| 6 Kt. takes K. B. P. | 6 Kt. takes Kt. |
| 7 B. takes Kt. (ch) | 7 K. takes B. |
| 8 Q. to K. R. fifth (ch) | 8 P. to K. Kt. third |
| 9 Q. takes B. | 9 P. to Q. fourth |
| 10 Castles | 10 P. takes P. |
| 12 B. to Q. second | 12 Q. to Q. third |
| 13 Q. to B. fourth (ch) | 13 B. to K. third |
| 14 Q. to K. second | 14 B. to Q. fourth |
| 15 Kt. to Q. R. third | 15 K. R. to K. square (a) |
| 16 P. to Q. B. fourth | 16 B. to K. third |
| 17 Q. takes K. P. | 17 B. to K. B. fourth |
| 18 Q. to K. R. fourth (b) | 18 K. to Kt. square |
| 19 Q. R. to Q. square | 19 K. R. to K. fifth |
| 20 Q. to K. Kt. fifth | 20 R. to K. Kt. fifth |
| 21 Q. to K. R. sixth | 21 Kt. to K. fourth |
| 22 B. to K. B. fourth | 22 Kt. to K. B. sixth (ch) |
| 23 K. to R. square | 23 R. takes B. |
| 24 P. takes Kt. | 24 R. takes K. B. P. |
| 25 Kt. to Q. Kt. fifth | 25 Q. to Q. B. third |
| 26 Kt. takes Q. P. | 26 R. takes K. B. P. (disch) |
| 27 Kt. takes Q. | Black mates in four moves. |

(a) The correct play in this position is Kt. to K. fourth.

(b) Q. to K. B. fourth would have been far more attacking.

PROBLEM NO. XVI., BY R. A. BROWN.



White mates in four moves.

SOLUTION TO PROBLEM NO. IX.

WHITE.

- 1 K. to K. 6
- 2 P. to R. 4
- 3 Kt. to Q. B. 5
- 4 P. to Q. R. 3
- 5 B. to K. B. 4
- 6 B. mates

- 1
- 2 P. to Q. R. 4
- 3 B. to K. B. 4
- 4 P. to Q. R. 3
- 5 Kt. to Q. R. 5
- 6 B. mates

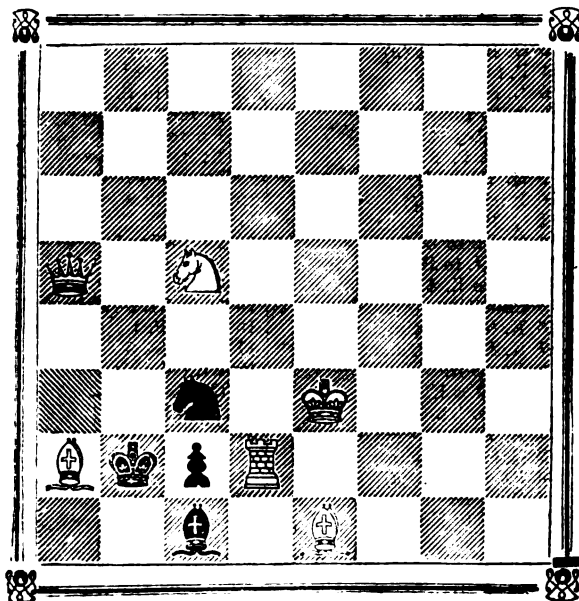
BLACK.

- 1 K. to Q. B. 4 or (A)
- 2 K. moves
- 3 P. moves
- 4 P. moves (best)
- 5 K. moves

(A.)

- 1 P. moves
- 2 P. moves
- 3 K. moves
- 4 K. moves
- 5 K. moves

PROBLEM NO. XVII., BY MR. HILLES.



White mates in three moves.

SOLUTION TO PROBLEM NO. X.

WHITE.

- 1 Q. takes Q. P. (ch)
- 2 B. to K. 5
- 3 Kt. takes Kt. P. (ch)
- 4 P. to Q. B. 4
- 5 P. takes Q. mate

BLACK.

- 1 Q. takes Q.
- 2 R. or P. takes B. (best)
- 3 Q. takes Kt.
- 4 Q. takes P. (ch)

GAME BETWEEN MR. HARRIS AND THE LATE HARRY WILSON, 1

The latter giving P. and two moves.

WHITE.—(Mr. Harris.)	BLACK.—(Mr. Wilson.)
1 K. P. two and Q. P. 2	1 K. P. 1
2 B. to Q. 3	2 Q. B. P. 2
3 Q. B. P. one (a)	3 P. takes P.
4 P. takes P.	4 B. [checks]
5 B. covers	5 Q. Kt. to B. 3
6 Q. P. 1	6 B. takes B. [ch]
7 Q. takes B. (b)	7 Kt. to K. 4
8 K. B. P. 2	8 Kt. takes B.
9 Q. takes Kt.	9 P. takes P.
10 P. takes P. (c)	10 Kt. to B. 3
11 Q. P. 1	11 Castles
12 Q. Kt. to B. 3	12 Kt. to Kt. 5
13 K. Kt. to B. 3	13 Q. to Kt. 3
14 Kt. to K. 4	14 Q. takes Kt. P.
15 Castles	15 Q. to Kt. 3 [ch]
16 K. to R. square	16 K. R. P. 1
17 K. R. P. 1	17 Kt. to B. 3
18 Kt. to R. 4	18 Kt. takes Kt.
19 Q. takes Kt.	19 Q. takes P.
20 Kt. to Kt. 6	20 R. to B. 3
21 K. B. P. 1	21 Q. R. to Kt. square
22 Q. to K. 8 (ch)	22 R. covers
23 Kt. takes R. (d)	23 Q. takes Kt.
24 Q. to Kt. 6	24 Q. to B. 3
25 Q. R. to K.	25 Resigns,

A neat finish.

[a] K. P. one is the proper answer.

[b] Kt. takes B., would have been better—the move made takes the Q. from the defence of K. R. file.

(c) Better to have taken P. with Q. to prevent the disunion of his pawns.

(d) Kt. to K. seven would have compelled the sacrifice of Queen.

GAME BY CORRESPONDENCE BETWEEN KING'S COLLEGE,
AND WELLESLEY HOUSE SCHOOLS.

WHITE.—[K. C. S.]	BLACK.—[W. H. S.]
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 K. Kt. to B. third	3 P. to K. Kt. fourth

- | | |
|---------------------------|---------------------------|
| 4 K. B. to Q. B. fourth | 4 P. to K. Kt. fifth |
| 5 Castles | 5 Q. to K. second |
| 6 P. to Q. fourth | 6 P. takes Kt. |
| 7 Q. takes P. | 7 Q. Kt. to B. third |
| 8 Q. takes P. | 8 Kt. to Q. square |
| 9 Q. Kt. to B. third | 9 P. to Q. third |
| 10 P. to K. fifth | 10 Q. to Q. second (a) |
| 11 P. takes P. | 11 B. takes P. |
| 12 Q. to K. B. second (b) | 12 P. to K. R. third |
| 13 Q. to K. B. third | 13 Q. R. to Q. Kt. square |
| 14 Q. B. to K. B. fourth | 14 Q. R. P. one square |
| 15 B. takes B. | 15 P. takes B. |
| 16 Q. to K. Kt. third | 16 K. to B. square (c) |
| 17 Q. Kt. to K. fourth | 17 R. to K. R. second |
| 18 Kt. takes P. (d) | 18 Q. R. to R. square |
| 19 Q. R. to K. square | 19 K. R. to K. Kt. second |
| 20 Q. to Q. Kt. third | Black resigned. |

- (a) This is badly played; Pawn should have taken Pawn.
 (b) A very fine move.
 (c) The only move.
 (d) Black was obliged to sacrifice this Pawn, in order to bring his Rook into play.

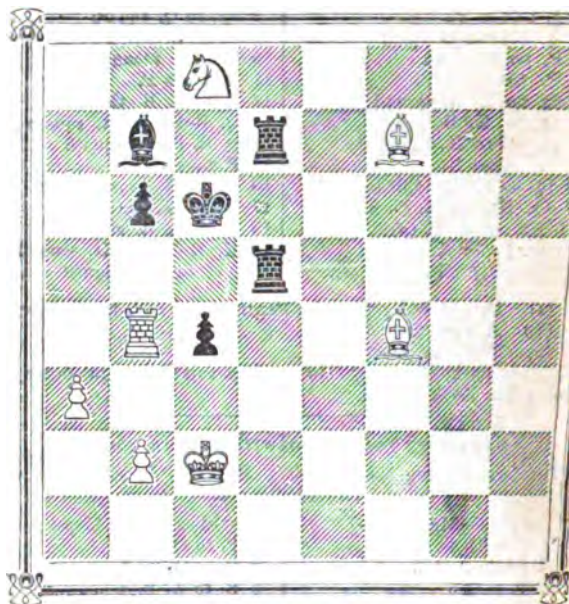
GAME BETWEEN MR. HORWITZ AND MR. KOPEL;

The former giving the odds of Q. R. which must be removed from the board.

- | BLACK.—[Mr. H—] | WHITE.—(Mr. Kopel.) |
|--------------------------|---------------------|
| 1 P. to Q. 4 | 1 P. to Q. 3 |
| 2 Kt. to Q. R. 3 | 2 P. to Q. R. 3 |
| 3 P. to Q. 5 | 3 B. to K. B. 4 |
| 4 P. to Q. B. 3 | 4 P. to K. 3 |
| 5 P. to K. 4 (a) | 5 B. to K. Kt. 3 |
| 6 Q. to Q. Kt. 3 | 6 Q. to Q. B. sq. |
| 7 B. to Q. B. 4 | 7 B. takes P. |
| 8 P. takes P. | 8 B. takes P. |
| 9 P. takes P. (ch) | 9 K. to Q. sq. |
| 10 P. takes Kt. (Queens) | 10 R. takes Q. |
| 11 B. takes R. | 11 B. takes R. |
| 12 B. to K. Kt. 5 (ch) | 12 B. to K. 2 |
| 13 Q. to K. B. 7 | 13 Kt. to Q. B. 3 |
| 14 Q. to K. B. 8 (ch) | 14 K. to Q. 2 |
| 15 Q. to K. B. 5 (ch) | 15 K. to Q. sq. |
| 16 B. to K. 6 | 16 Q. to Kt. sq. |
| 17 Q. to K. B. 8 (mate) | |

[a] Black tempts White to take King's Pawn with Bishop, in order to win the piece.

PROBLEM NO. XVIII. BY MR. TAUNTON.

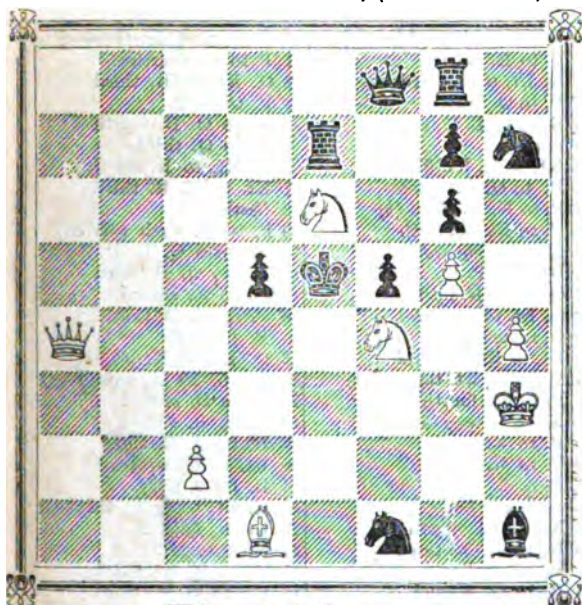


White to mate in four moves.

SOLUTION TO PROBLEM NO. XI.

- | | |
|----------------|--|
| 1 B. to Q. sq | { 1 P. moves
2 P. takes B.
3 P. takes P. (ch)
4 P. moves (ch)
5 P. moves |
| 2 B. to Kt. 4 | |
| 3 Kt. to Kt. 7 | |
| 4 K. to B. 3 | |
| 5 K. to B. 4 | |
| 6 P. mates | |

PROBLEM NO. XIX. BY MR. D. JONES, (KING'S COLLEGE.)



White mates in five moves

SOLUTION TO PROBLEM XII.

- | | |
|-----------------------------------|------------------|
| 1 Kt. takes K. B. P. | 1 P. takes Kt. A |
| 2 K. to K. 3 and mates next move. | |

(A.)

- | | |
|--|----------------|
| 1 | 1 K. takes Kt. |
| 2 Kt. discovers check and pawn mates next move | 2 |

Black has other defences, but he cannot delay the mate.

GAME BETWEEN MESSRS. WORMALD AND GREENE.

WHITE. [Mr. W—]	BLACK. [Mr. G—.]
1 P. to K. fourth	1 P. to K. fourth
2 K. Kt. to B. third	2 Q. Kt. to B. third
3 P. to Q. fourth	3 P. takes P.
4 B. to Q. B. fourth	4 B. to Q. B. fourth
5 Castles	5 P. to Q. third
6 Kt. to K. Kt. fifth (a)	6 Q. Kt. to K. fourth
7 B. to Q. Kt. third	7 Kt. to K. R. third
8 P. to K. R. third (b)	8 Castles
9 P. to K. B. fourth	9 P. to Q. sixth (dis ch)
10 K. to R. square	10 P. takes Q. B. P.
11 B. takes P.	11 Kt. to Q. B. third
12 Q. to K. R. fifth	12 Q. to K. square
13 Q. Kt. to B. third	13 P. to K. B. third (c)
14 Q. takes Q.	14 R. takes Q.
15 Kt. to Kt. B. third	15 Q. Kt. to K. second
16 B. to Q. Kt. third (ch)	16 Kt. to K. B. second (d)
17 P. to Kt. fourth	17 B. to Q. second
18 K. to R. second	18 K. to B. square
19 P. to K. fifth	19 B. to Q. B. third
20 P. to K. sixth	20 Kt. to Q. square
21 P. to K. B. fifth	21 B. takes Kt.
22 R. takes B.	22 K. Kt. to Q. B. third (e)
23 Kt. to K. fourth	23 Kt. to Q. fifth
24 R. to K. Kt. third	24 Kt. takes B.
25 R. takes Kt.	25 B. to Q. Kt. third
26 B. to Q. second	26 Kt. to Q. B. third
27 Q. R. to K. B. square	27 Q. R. to Kt. square (f)
28 P. to K. Kt. fifth	28 B. to Q. fifth
29 P. takes P.	29 B. to K. fourth (ch)
30 B. to K. B. fourth	30 B. takes P.
31 Kt. takes B.	31 P. takes Kt.
32 R. to K. Kt. third	32 K. to K. second
33 B. to K. Kt. seventh (ch)	33 K. to Q. square
34 R. to K. B. seventh	resigns.

(a) Premature.

(b) A prudent move—better than pushing K. B. P. two squares.

(c) Well played.

(d) Why not K. to B. square at once?

(e) P. to K. B. third would have been sounder.

(f) Again; P. to K. R. third was the move.

GAME BY CORRESPONDENCE BETWEEN A. KEMPE, ESQ.,
OF EXETER, AND R. L. B. OF STOKE.

WHITE.—[A. Kempe, Esq.]

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 Kt. to Q. third
- 9 B. takes Kt. (a)
- 10 P. takes P.
- 11 Q. to Q. second
- 12 K. to B. square
- 13 P. to B. fourth
- 14 Kt. to K. B. second [c]
- 15 Kt. to R. third
- 16 B. takes B.
- 17 P. to Q. B. third
- 18 Q. to K. Kt. second
- 19 Kt. to Q. second
- 20 R. to K. square
- 21 Kt. to Kt. third
- 22 K. to Kt. square (d)
- 23 B. to Q. third
- 24 B. takes P.
- 25 Q. to B. third
- 26 B. to K. B. fifth
- 27 B. takes Kt.
- 28 K. to Kt. second
- 29 P. to Q. B. fourth
- 30 R. to Q. B. square (h)
- 31 R. to Q. B. second (i)
- 32 Q. to Q. square
- 33 R. to R. square

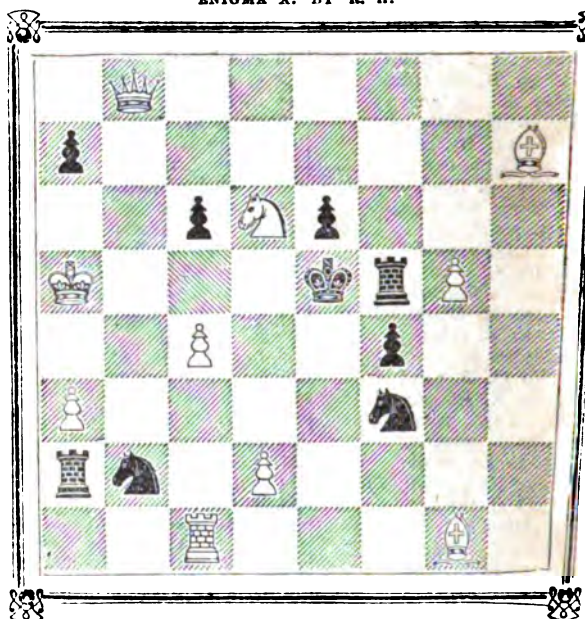
BLACK.—(R. L. B., Stoke.)

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. fourth
- 6 Kt. to K. R. third
- 7 P. to Q. third
- 8 P. to K. B. sixth
- 9 R. takes B.
- 10 B. to K. second
- 11 B. takes R. P. (check)
- 12 B. to Kt. fourth (b)
- 13 B. to K. B. third
- 14 P. to K. Kt. sixth
- 15 B. takes Kt.
- 16 P. to K. R. fifth
- 17 Kt. to Q. second
- 18 P. to Q. B. third
- 19 Q. to K. second
- 20 Castles
- 21 Q. R. to K. Kt. square
- 22 P. to Q. fourth
- 23 P. takes P.
- 24 Q. to Q. third
- 25 B. to Q. square (e)
- 26 K. to Kt. square (f)
- 27 Q. takes B.
- 28 P. to Kt. third (g)
- 29 K. R. to K. third
- 30 Q. R. to K. square
- 31 K. R. to K. sixth
- 32 Q. to K. third

And Black wins.

- (a) Weak, as it sacrifices K. R. P.
 (b) Coaxing the advance of B. P. so as to have two passed Pawns. (c) Bad, as it enables passed Pawns to advance.
 (d) Very bad, as it allows Black to break up centre Pawns.
 (e) Preparatory to bringing R. to K. third, and to check advance of Kt.
 (f) Tempting the exchange, which White makes immediately.
 (g) To prevent Kt. doing mischief.
 (h) The losing move, Black now having it all his own way; White should have exchanged Rooks.
 (i) The advance of K. B. P. would have delayed, but would not have averted the mate.

ENIGMA X. BY R. H.



White playing first compels Black to checkmate him in 6 moves.

SOLUTION TO PROBLEM XIII.

BLACK.

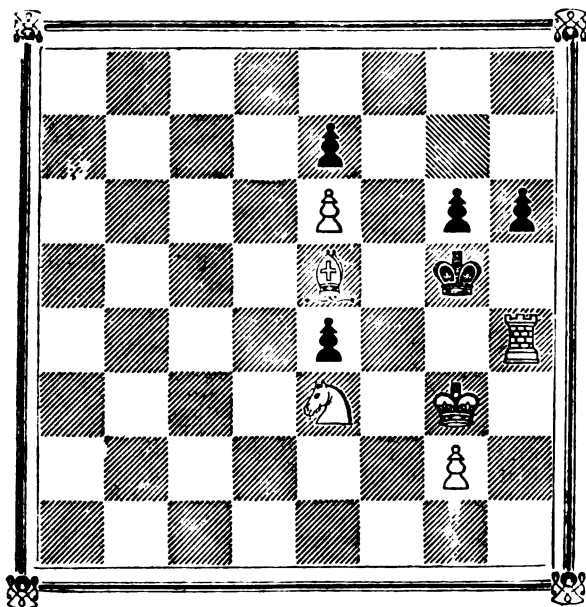
- 1 Kt. to K. 2 (ch)
- 2 R. to K. 6 (ch)
- 3 Kt. to Q. B. 4
- 4 Kt. to K. B. 4

WHITE.

- 1 K. to K. 4 (best)
- 2 K. takes R.
- 3 Kt. moves

The White P. which stand on K. B. 2. should have stood on K. Kt. second.

ENIGMA XI. BY ALFRED KEMPE, ESQ., (EXETER.)



White to move, and checkmate in four moves.

SOLUTION TO PROBLEM XIV.

By a misprint this Problem was given as capable of solution in four instead of *five* moves.

BLACK.

- 1 Q to K. R. 2 (ch)
- 2 Kt. takes K. P. (ch)
- 3 Q. to K. R. 6 (best)
- 4 Q. to K. B. 8 (ch) and mates next move.

WHITE.

- 1 P. covers
- 2 Q. takes Kt.
- 3 R. covers

White p 109

GAME BETWEEN MESSRS. C. F. AND J. N. SMITH ;

The former giving the odds of Q. Kt.

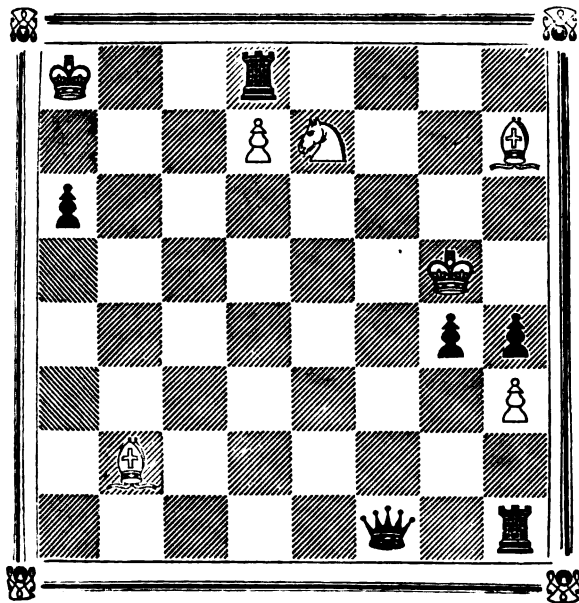
Remove White's Q. Kt. from the board before playing.

WHITE. (C. F. Smith.)	BLACK. (J. N. Smith.)
1 K. P. two	1 K. P. two
2 K. Kt. to B. third	2 Q. Kt. to B. third
3 K. B. to Q. B. fourth	3 K. B. to Q. B. fourth
4 P. to Q. Kt. fourth	4 K. B. takes P.
5 P. to Q. B. third	5 K. B. to Q. B. fourth
6 Castles	6 K. Kt. to B. third
7 K. Kt. to his fifth square	7 Castles
8 P. to K. B. fourth	8 P. to K. R. third
9 Kt. takes K. B. P.	9 R. takes Kt.
10 B. takes R. (check)	10 K. takes B.
11 P. takes P.	11 Q. Kt. takes P.
12 Q. to K. R. fifth	12 K. to K. third
13 Q. to K. B. fifth (check)	13 K. to Q. third
14 P. to Q. fourth	14 Kt. to Q. B. fifth
15 Q. B. to R. third (ch.) (a)	15 P. to Q. B. fourth
16 Q. takes Q. B. P. (check)	16 K. to K. third

And White Mates in two moves.

(a) He dare not capture the Bishop

ENIGMA NO. XII. BY MR. J. BAKER.



White to move, and mate in five moves.

SOLUTION OF MR. RAINGER'S PROBLEM XV.

BLACK.

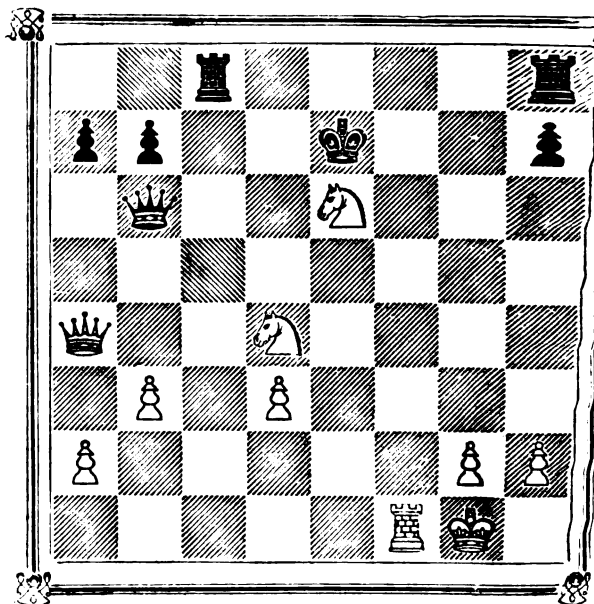
- 1 Kt. at K. B. sq. to K. R. 2
- 2 Kt. to K. B. 4
- 3 Q. to K. B. 7
- 4 P. to K. Kt. 5 [ch]
- 5 Q. to K. B. third [ch]
- 6 P. mates

WHITE.

- 1 P. takes Kt.
- 2 P. takes Kt.
- 3 P. moves
- 4 K. to K. R. 4
- 5 K. to K. R. 5

ENIGMA NO. XIII.

This position occurred in actual play between F. G. RAINGER, 1
and another AMATEUR.



White to move, and checkmate in four moves.

SOLUTION TO ENIGMA NO. IX.

The Bishop should have been placed on K. seventh.

- 1 Kt. to K. 2
- 2 R. to K. B. 5 [ch]
- 3 Kt. mates

- 1 P. to R. 3 (A)
- 2 K. takes R.

(A.)

- 1
- 2 Kt. to B. 4 [ch]
- 3 R. mates

- 1 K. takes P.
- 2 K. moves

ERRATA.

At page 50, in our October Number, the name of Harrwitz should be substituted for Horwitz.

In game, pages 68 and 69, for Whites 39th move, read Q. to K. Kt. 5, instead of B. 5.

In game, page 62, for Blacks 38th move, read Q. takes K. R. P.

At page 66 and 67, for Whites 25th move, read B. to K. B. third, instead of Q. B. third; and for Whites 32nd. move, read B. to K. second.

At page 70, for Whites 5th move, read Kt. to K. fifth.

J. WATKINSON, (Huddersfield.) The few errors which occur in our 3rd Number are entirely owing to the fact, that the Printer went to press on his own responsibility, and without forwarding the last Eight pages to us for correction.

In consequence of the above mishap, the following corrections are necessary in that Number :—

Page 100, move 19 of Black—read P. to K. Kt. fourth.

„ 101 „ 19 of White—read R. takes B.

„ „ note (b)—read Q. to K. Kt. third.

„ 104 move 9 of Black—read P. to K. R. third.

„ 105 „ 48 „ „ B. to Q. Kt. fourth.

„ 108 „ W. P. on K. B. second should stand on K. Kt. second.

„ 109 move 16 of White—read P. takes R.

„ 111 W. B. on K. sixth should stand on K. seventh.

R. A., (Penzance.) The diagram of Mr. Bridport's ingenious enigma is perfectly correct as it appears in our 2nd Number. Several of our subscribers have commented in a similar strain to your own, and declared the impossibility of its solution in the number of moves proposed. Try again—*Nil desperandum*.

. The attention of our Subscribers is requested to the corrections referred to in the above answer to J. Watkinson. The fresh arrangements adverted to in our reply to Mr. Watkinson in part 3, commence with the present number, and we hope with a satisfactory result.

. At the request of several subscribers we shall withhold the solution of Mr. Bridport's beautiful enigma until our next No

* * We shall feel greatly obliged to our Subscribers will favour us with the names and addresses of the Secretaries of the Chess Clubs in their respective localities.

* * Consultation games are held at Kling's Chess Room, New Oxford Street, every Tuesday, Friday, and Saturday. Play commences at 7 o'clock.

CHESS INTELLIGENCE.

A very interesting struggle over the chequered board between those magnates in the Chess world, Mr. E. Williams and Harrwitz, has recently been commenced at the London Chess Club. The match is to consist of two series of games; the winner of the first seven games in each match to be declared victor. With the view of securing good open games, it has been determined that in the second match, each player shall open game with P. to K. fourth. The time which each game occupies, will be carefully recorded by the Secretary of the Club. The combatants will meet at the Club on Tuesdays and Fridays at 5 o'clock p.m. The result of the play at present is

Harrwitz 5—Williams 0—Drawn 3

We cannot let the present opportunity pass without expressing ourselves in terms of the highest admiration at the spirit and energy which characterise the proceedings of the London Chess Club. To that Club, all real lovers of Chess must feel deeply indebted for the active and substantial encouragement which they have given, and continue to give, to the practice of their favourite recreation—a recreation, which every one conversant with the game admits to be the most intellectual in existence.

LONDON:

Printed by DAY—Late HASTINGS—(at the office of Petter and Balchin, 102, Cheapside,) and published by him at 13, Carey-street, Lincoln's-inn-fields; and sold by Mr. BARNES, Marlborough-street; and at RIV'S Dispensary, Strand, and at KLING'S Chess Rooms, 458, New Oxford Street.

GAME PLAYED AT THE NORTHUMBERLAND CHESS CLUB

BETWEEN MESSRS. N. AND G. IN CONSULTATION

AGAINST MR. SILAS ANGUS,

S. A.

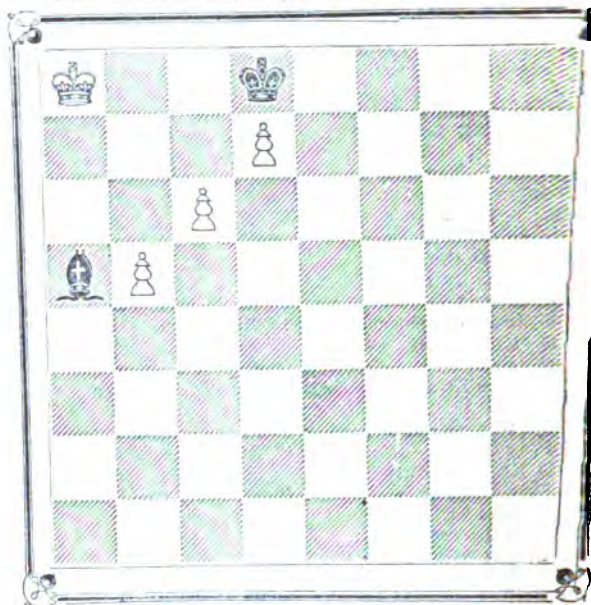
- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 K. Kt. to B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 K. B. to B. fourth
- 7 P. to Q. fourth
- 8 Kt. to Q. third
- 9 P. to K. Kt. third
- 10 P. takes Q. P.
- 11 K. to B. second
- 12 Q. Kt. to B. third
- 13 R. (ch.)
- 14 Q. B. to Kt. fifth
- 15 B. takes B.
- 16 Kt. to K. B. fourth
- 17 P. to Q. sixth.
- 18 Q. Kt. to K. fourth
- 19 K. to B. square
- 20 R. takes Kt.
- 21 P. to Q. seventh (d)
- 22 Q. to Q. sixth (ch.)
- 23 R. to K. square
- 24 Kt. to K. sixth (ch.)
- 25 Q. to K. seventh (ch.)
- Mates in four moves, viz.,
- 26 Q. to Kt. fifth (ch.)
- 27 Kt. to B. sixth (ch.)
- 28 B. to Q. third (ch.)
- 29 B. takes Kt. mate.

N. and G.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. fourth
- 6 K. Kt. to R. third
- 7 P. to Q. third
- 8 P. to K. B. sixth
- 9 P. to Q. fourth (a)
- 10 Kt. to K. B. fourth
- 11 Kt. takes Q. P.
- 12 P. to Q. B. third (b)
- 13 B. to K. second.
- 14 Kt. to K. B. fourth
- 15 Kt. takes B.
- 16 K. to B. square
- 17 Kt. to K. B. fourth.
- 18 Q. to Q. Kt. third (ch.)
- 19 Kt. to K. sixth
- 20 Q. takes R. (c)
- 21 Kt. takes P. (e)
- 22 K. to Kt. second
- 23 Q. to Q. Kt. third
- 24 P. takes Kt.
- 25 K. to R. third
- 26 K. moves
- 27 Kt. takes Kt.
- 28 Kt. interposes.

-
- (a) The move usually recommended is B. takes P.
 - (b) A weak move.
 - (c) All this is tempting, but gives the first player an irresistible attack.
 - (d) Well played. This wins the game by force.
 - (e) Taking with the B. would be even worse.

CHess STUDY NO. XXXII., BY KLING AND HORWITZ.



Black even with the move must lose

SECTION OF CHESS STUDY NO. XXV.

White moving first

WHITE.

- 1 P. to R. fourth
- 2 P. to R. fifth
- 3 P. to R. sixth

BLACK.

- 1 K. to R. sq.
- 2 K. to Kt. sq.
- 3 K. to R. square and draws.

Black moving first.

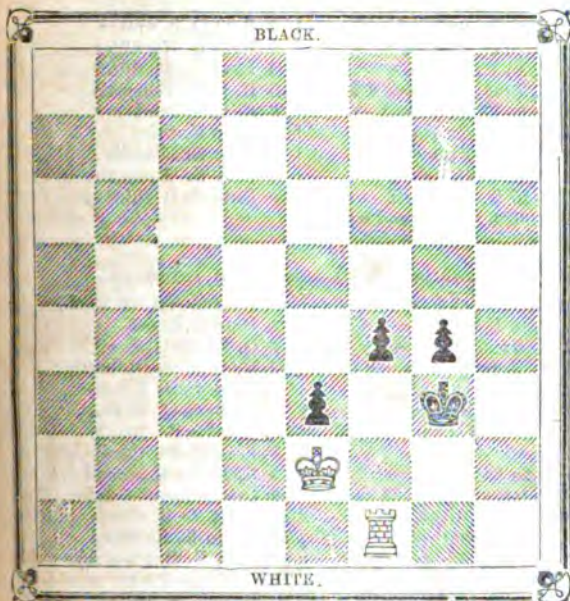
BLACK.

- 1 K. to R. sq.
- 2 K. to Kt. sq.
- 3 K. to R. sq.
- 4 K. to Kt. square
- 5 K. to R. sq.

WHITE.

- 1 P. to R. fourth
2 P. to R. fifth
3 P. to R. sixth
4 P. to R. seventh (ch)
and mates with Kt. in 3 moves.

CHESS STUDY NO. XXXIII, BY KLING AND HORWITZ.



White can only draw.

SOLUTION TO CHESS STUDY NO XXVI.

WHITE.

- 1 B. to Q. Kt. fifth
- 2 B. to K. second
- 3 K. to Q. B. sixth
- 4 K. to Q. Kt. seventh
- 5 K. to Q. Kt. eighth
- 6 B. to K. B. third
- 7 B. to Q. Kt. seventh
- 8 B. to Q. B. eighth
- 9 B. to K. Kt. fourth
- 10 B. to K. second and wins

BLACK.

- 1 B. to Q. Kt. second or A
- 2 B. to Q. B. sq.
- 3 B. to K. R. sixth
- 4 B. to K. B. fourth
- 5 K. to Q. Kt. third
- 6 B. to K. R. sixth
- 7 B. to Q. third
- 8 B. to K. fourth
- 9 B. to Q. Kt. second

VAR. A.

WHITE.	BLACK.
1	1 B. to K. R. sixth
2 B. to Q. B. fourth	2 B. to Q. B. square
3 K. to Q. B. sixth	3 K. to Q. Kt. fifth
4 B. to K. B. square	4 B. to K. Kt. fifth
5 K. to Q. Kt. seventh	5 K. to Q. B. fourth
6 B. to K. Kt. second	6 K. to Q. third
7 K. to Q. Kt. eighth	7 B. to K. third
8 B. to Q. Kt. seventh	8 B. to K. R. sixth
9 B. to Q. B. eighth	9 B. to K. B. eighth
10 B. to K. Kt. fourth	10 B. to Q. R. third
11 B. to K. second and wins.	

GAME BETWEEN MESSRS. SMITH AND BIRD.

WHITE.—(C. F. Smith).	BLACK.—(H. E. Bird.)
1 P. to K. fourth	1 P. to K. fourth
2 K. Kt. to B. third	2 Q. Kt. to B. third
3 K. B. to Q. B. fourth	3 K. B. to Q. B. fourth
4 P. to Q. Kt. fourth	4 K. B. takes P.
5 P. to Q. B. third	5 K. B. to Q. R. fourth
6 P. to Q. fourth	6 P. takes P.
7 Castles	7 B. to Q. Kt. third
8 P. to K. fifth	8 K. Kt. to K. second (a)
9 P. takes P.	9 Castles
10 P. to Q. fifth (b)	10 Q. Kt. to R. fourth
11 K. B. to Q. third	11 Kt. to K. Kt. third
12 K. Kt. to his fifth	12 P. to K. R. third (c)
13 Kt. takes K. B. P.	13 K. R. takes Kt.
14 B. takes Kt	14 R. to K. B. sq.
15 Q. Kt. to B. third	15 Kt. to Q. B. fifth
16 Q. to K. R. fifth	16 Q. to K. second
17 P. to K. sixth	17 P. takes P.
18 K. B. to Q. third	18 R. takes K. B. P.
19 R. takes R.	19 B. takes R. (check)
20 K. to R. square	20 P. takes P.
21 Q. B. takes K. R. P.	21 Q. B. to K. third
22 Q. B. to K. Kt. fifth	22 Q. to Q. second
23 R. to K. B. sq. (d)	23 Q. to K. B. second
24 Q. to K. R. seventh (ch)	24 K. to B. sq.
25 K. B. to K. Kt. sixth	

And Wins.

- (a) Pawn to Q. fourth would have been better.
 (b) The centre pawn now becomes invincible.
 (c) A bad move.
 (d) This move is decisive.

A CONSULTATION GAME PLAYED AT KLING'S CHESS ROOMS,
458, OXFORD STREET.

WHITE.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 K. to B. square
- 5 Kt. to Q. B. third
- 6 P. to Q. fourth
- 7 B. to Q. second
- 8 B. to K. square
- 9 Kt. to Q. Kt. fifth
- 10 Kt. to Q. B. third (a)
- 11 P. to Q. R. third
- 12 Q. to Q. third
- 13 P. to K. R. fourth
- 14 Kt. to K. R. third
- 15 Kt. to K. Kt. fifth
- 16 K. to Kt. square
- 17 P. takes B.
- 18 B. to K. R. fourth
- 19 B. takes Kt.
- 20 B. to K. R. fourth
- 21 B. to K. Kt. third
- 22 R. to K. R. second (d)
- 23 P. takes P.
- 24 Q. to Q. second
- 25 B. to Q. third
- 26 Q. takes B.
- 27 P. takes P.
- 28 Q. takes Q. Kt. pawn
- 29 Q. to Q. fifth (ch)
- 30 Kt. takes Q.

BLACK.

- 1 P. to K. fourth
 - 2 P. takes P.
 - 3 Q. to R. fifth (ch.)
 - 4 P. to K. Kt. fourth
 - 5 B. to K. Kt. second
 - 6 Kt. to K. second
 - 7 P. to Q. third
 - 8 Q. to K. R. third
 - 9 Kt. to Q. R. third
 - 10 P. to Q. Kt. third
 - 11 Castles
 - 12 Kt. to Q. Kt. square
 - 13 P. to Q. B. third
 - 14 P. to K. Kt. fifth
 - 15 B. to K. B. third
 - 16 B. takes Kt. (b)
 - 17 Q. takes P. (c)
 - 18 Q. to K. Kt. third
 - 19 R. to K. square
 - 20 P. to K. B. sixth
 - 21 P. takes P.
 - 22 P. to Q. fourth
 - 23 B. to K. B. fourth
 - 24 P. to Q. Kt. fourth
 - 25 B. takes B.
 - 26 P. to K. B. fourth
 - 27 Q. takes P.
 - 28 Q. to K. B. sixth
 - 29 Q. takes Q.
- And Black resigned.

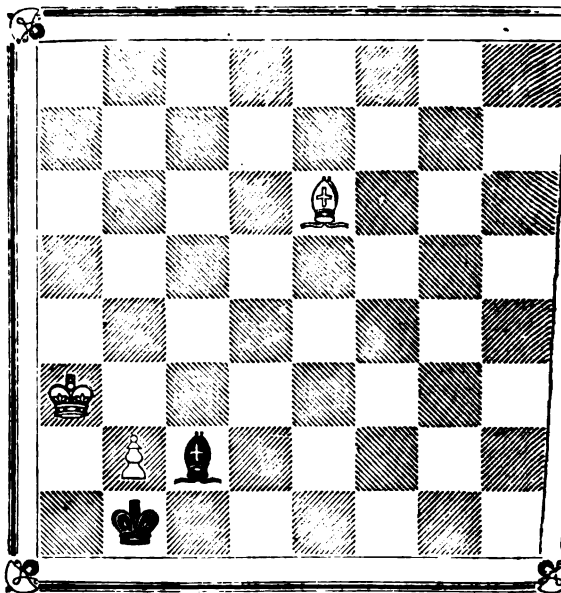
(a) This move is seldom played, but it seems not bad, as it compels Black either to retire with Knight or push Pawn to Q. Kt. third.

b Made with the view of gaining a Pawn.

(c) Black by this time ought to have seen that taking the Pawn must cost him a piece.

(d) Why not take Pawn at once?

CHESS STUDY NO. XXXIV., BY KLING AND HORWITZ.



White can only draw.

SOLUTION TO CHESS STUDY NO. XXVII.

WHITE.

- 1 R. to Q. R. seventh
- 2 R. to Q. R. eighth (ch)
- 3 K. to Q. seventh and wins P. in two moves.

VAR. A

- 1
- 2 R. to R. eighth (ch)
- 3 R. takes B
- 4 K. to Q. sixth
- 5 K. to Q. seventh and wins.

VAR. B.

- 1
- 2 R. to R. fourth and wins.

BLACK.

- 1 B. to Q. seventh or A. B.

- 2 K. to B. second

- 1 B. to K. B. sq.

- 2 K. moves

- 3 K. takes R.

- 4 K. to B. second

- 1 K. to Q. sq.

- 2

CHESS STUDY NO. XXXV., BY KLING AND HORWITZ.



White can only draw.

SOLUTION TO CHESS STUDY NO. XXVIII.

WHITE.

- 1 R. to Q. B. sixth
- 2 K. to K. B. fourth
- 3 F. to K. fourth
- 4 R. to Q. B. seventh (ch)
- 5 K. to Q. fifth
- 6 K. to K. sixth

BLACK.

- 1 B. to Q. fifth
- 2 B. to Q. Kt. seventh
- 3 K. to Kt. second
- 4 K. to Kt. sq.
- 5 K. to B. square
- 6 B. to Q. fifth and draws

GAME BETWEEN TWO AMATEURS.

WHITE.	BLACK.
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to K. Kt. fourth
4 P. to K. R. fourth	4 P. to K. Kt. fifth
5 Kt. to K. fifth	5 P. to K. R. fourth
6 B. to Q. B. fourth	6 Kt. to K. R. third
7 P. to Q. fourth	7 P. to Q. third
8 Kt. to Q. third	8 P. to K. B. sixth
9 P. takes P.	9 B. to K. second
10 B. to K. B. fourth	10 B. takes R. P. (ch.)
11 K. to Q. second	11 P. takes P.
12 Q. takes P.	12 B. to K. Kt. fifth
13 Q. to K. third	13 B. to K. B. third
14 B. takes K. Kt. (a)	14 R. takes B.
15 Kt. to K. B. fourth	15 B. to K. Kt. fourth
16 Kt. to Q. B. third	16 Kt. to Q. second
17 Q. R. to K. B. square	17 Kt. to Q. Kt. third
18 B. takes K. B. P. (ch)	18 K. takes B.
19 Kt. to K. R. third (dis ch.)	19 ~~K.~~ to Kt. third
20 Q. takes B. (ch)	20 Q. takes Q.
21 Kt. takes Q.	21 K. takes Kt.
22 R. to K. B. seventh	22 Kt. to Q. second.
23 K. R. to K. Kt. sq.	23 R. to Q. sq.
24 Kt. to Q. fifth	24 K. to Kt. third.
25 K. R. to K. B. square	25 B. to B. third

And White gave mate in five moves.

(a) P. to K. fifth would have been much stronger.

We give this game principally on account of its termination. It is otherwise somewhat indifferently played.

CONSULTATION GAME PLAYED AT KLING'S CHESS ROOMS.

WHITE.

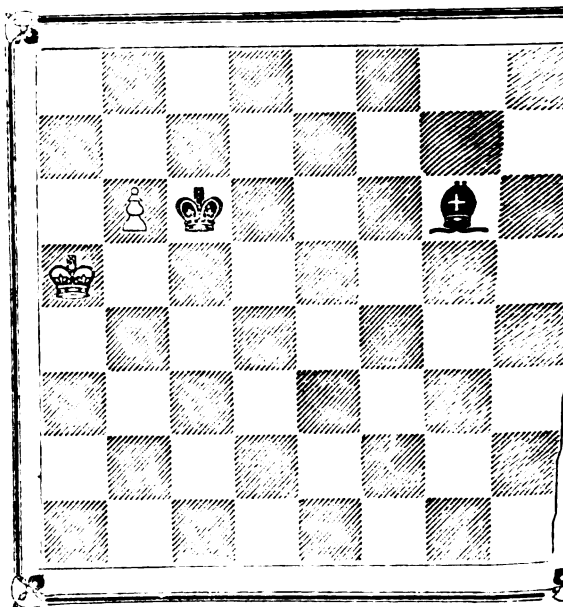
- 1 P. to Q. fourth
- 2 P. to Q. B. fourth
- 3 Kt. to Q. B. third
- 4 P. to K. third
- 5 P. to Q. Kt. third
- 6 B. to Q. Kt. second
- 7 B. to Q. third
- 8 Kt. to K. second
- 9 Castles
- 10 P. takes K. P.
- 11 P. takes P.
- 12 Q. takes Kt.
- 13 P. to Q. R. third
- 14 B. takes Kt.
- 15 Q. takes B.
- 16 Kt. takes Q.
- 17 P. to K. fourth
- 18 P. to Q. Kt. fourth
- 19 P. to K. B. fourth
- 20 Kt. to Q. R. fourth
- 21 Kt. to Q. Kt. second
- 22 R. to K. B. second (b)
- 23 Q. R. to K. B. square
- 24 R. takes R. (c)
- 25 R. to B. second
- 26 K. takes R.
- 27 K. to K. third
- 28 Kt. to Q. B. fourth
- 29 K. to Q. fourth
- 30 K. takes B.
- 31 P. to K. Kt. fourth
- 32 P. to K. R. fourth
- 33 P. to K. Kt. fifth
- 34 R. P. takes P.
- 35 P. to Q. R. fourth
- 36 P. to Q. R. fifth
- 37 P. takes P.
- 38 P. to K. fifth (check) and black resigns.

BLACK.

- 1 P. to Q. fourth
- 2 P. to Q. B. third
- 3 Kt. to K. B. third
- 4 P. to K. Kt. third
- 5 B. to K. Kt. second
- 6 Castles
- 7 Q. to Q. R. fourth
- 8 Q. Kt. to Q. second
- 9 P. to K. fourth
- 10 Q. Kt. takes P.
- 11 Kt. takes B.
- 12 Kt. takes P.
- 13 Kt. takes Kt.
- 14 B. takes B.
- 15 Q. takes Q. (a)
- 16 B. to K. B. fourth
- 17 B. to K. third
- 18 Q. R. to Q. square
- 19 R. to Q. sixth
- 20 P. to Q. Kt. third
- 21 R. to Q. seventh
- 22 K. R. to Q. square
- 23 B. to Q. Kt. sixth
- 24 R. takes R.
- 25 R. takes R. (d)
- 26 B. to Q. R. fifth
- 27 P. to K. B. third
- 28 B. to Q. Kt. sixth
- 29 B. takes Kt.
- 30 K. to B. second
- 31 K. to K. third
- 32 K. to Q. third (e)
- 33 P. takes P.
- 34 P. to Q. R. third
- 35 K. to K. third
- 36 P. takes P.
- 37 K. to Q. third

- (a) Black should have avoided this change of pieces on account of the strength of white's pawns on the King's side.
- (b) White having the stronger game endeavours to change off the pieces.—(c) P. to K. fifth would have been better.
- (d) Black did wrong to part with his only rook
- (e) P. to K. Kt. fourth would have led to a drawn game.

CHESS STUDY NO. XXXVI., BY KLING AND HORWITZ.



White can only draw.

SOLUTION OF CHESS STUDY NO. XXIX.

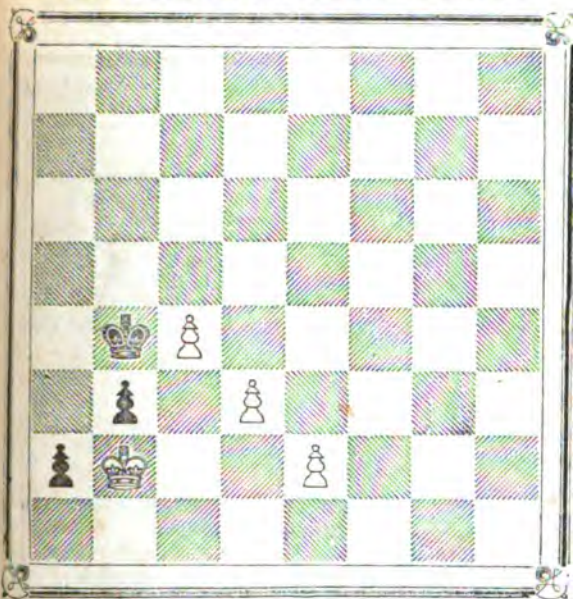
WHITE.

- 1 —————
- 2 Kt. takes Kt.
- 3 K. to Q. B. fifth

BLACK.

- 1 Kt. takes Kt. (ch)
- 2 K. to Q. B. sixth
- 3 P. to Q. B. third and draw

CHess STUDY NO. XXXVII., BY KLING AND HORWITZ.



White with the move can draw.

SOLUTION TO CHESS STUDY NO. XXX.

BLACK.

- 1 K. to K. B. sixth or (*A*)
- 2 K. to K. seventh or (*B*)
- 3 K. to K. eighth
- 4 K. to B. eighth
- 5 K. takes P.
- 6 K. takes P.

WHITE.

- 1 K. to Kt. sq.
- 2 K. to Kt. second
- 3 K. to B. third
- 4 K. to K. fourth
- 5 K. takes P.
- 6 K. to Kt. fifth and wins.

(A.)

BLACK.

- 1 P. to B. fifth
- 2 P. to B. sixth (ch) (best)
- 3 K. to B. fourth
- 4 P. takes P.

WHITE.

- 1 K. to Kt. second
- 2 K. to R. third
- 3 P. to Kt. fourth (ch)
- 4 K. to Kt. third and wins

VAR. B.

- 2 K. to K. fifth
- 3 P. to B. fifth
- 4 K. to K. sixth
- 5 K. takes P.
- 6 K. to K. fourth
- 7 K. to B. fourth
- 8 K. to Kt. fifth
- 9 K. takes P.

- 2 K. to Kt. second
- 3 P. to B. third (ch)
- 4 P. takes P.
- 5 K. to B. second
- 6 K. to K. third
- 7 P. to B. fourth
- 8 K. to K. fourth
- 9 K. to B. third and wins.

A DASHING LITTLE GAME BETWEEN MR. W. BROWN AND
ANOTHER AMATEUR.

BLACK.—(Mr. W. Brown.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 P. takes P.
- 8 Kt. to K. Kt. fifth
- 9 Castles
- 10 P. to K. B. fourth
- 11 Q. to K. R. fifth
- 12 B. to Q. Kt. second
- 13 P. to Q. fifth
- 14 Q. to K. R. fourth
- 15 P. takes P.
- 16 R. takes R.
- 17 P. takes Kt.
- 18 R. checkmates

WHITE.—(Amateur)

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to his sq.
- 6 P. takes P.
- 7 B. to Q. second
- 8 Kt. to K. R. third
- 9 B. to K. second
- 10 Castles
- 11 Q. B. to K. square
- 12 K. to R. square
- 13 P. to K. B. third
- 14 P. takes Kt.
- 15 R. takes R. (ch)
- 16 Kt. to K. fourth
- 17 B. takes Q.

SMART GAME PLAYED BETWEEN MR. KLING AND AN AMATEUR.

BLACK — (Mr. Kling).

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 P. takes P.
- 5 K. to B. sq.
- 6 P. to Q. fourth
- 7 K. takes P.
- 8 Kt. to K. B. third
- 9 Q. Kt. to Q. second
- 10 K. to K. B. second (a)
- 11 R. to K. sq. (ch)
- 12 P. to Q. B. third
- 13 Q. to Q. Kt. third (b)
- 14 K. takes B. (c)
- 15 Q. to R. third
- 16 Q. takes R. P.
- 17 B. to Q. Kt. fifth
- 18 B. takes B. (ch)
- 19 P. to Q. B. fourth
- 20 P. to Q. R. fourth (d)
- 21 P. to R. fifth
- 22 Q. takes Q. Kt. P.
- 23 P. to Q. R. sixth (e)
- 24 Kt. takes P.
- 25 B. to K. Kt. fifth (ch)
- 26 P. to Q. R. seventh and
White resigns.

WHITE. — (Amateur).

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to Q. fourth
- 4 Q. to R. fifth (ch)
- 5 P. to K. B. sixth
- 6 P. takes P. (ch)
- 7 Q. to K. fifth (ch)
- 8 B. to K. Kt. fifth
- 9 Q. to K. Kt. third
- 10 Kt. to Q. second
- 11 B. to K. second
- 12 Castles
- 13 Q. to K. R. fourth
- 14 Kt. takes R.
- 15 K. R. to K. sq.
- 16 Kt. to Q. Kt. third
- 17 B. to Q. second
- 18 R. takes B.
- 19 K. to Q. sq.
- 20 P. to K. Kt. fourth
- 21 Q. Kt. to B. sq.
- 22 P. to K. Kt. fifth
- 23 P. takes Kt.
- 24 Kt. to K. B. fourth
- 25 K. Kt. to K. second

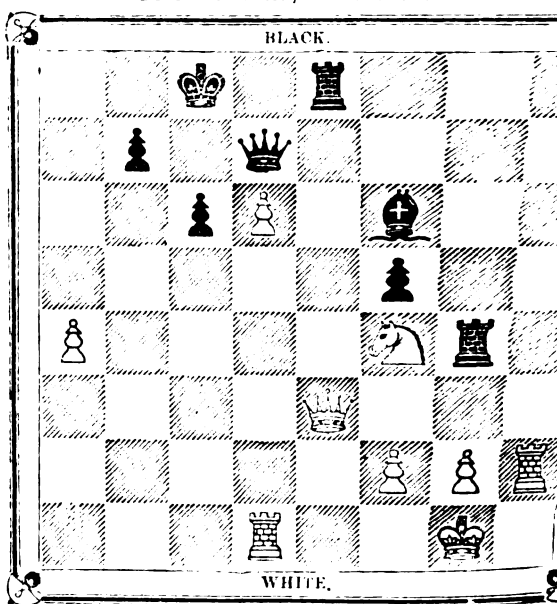
(a) Kt. to K. fifth would have been better, offering an exchange of Queens.

(b) The proper reply.

(c) Very ingenious.

(d) Black loses no time.

CHESS STUDY NO. XXXVIII, BY KLING AND HORW



White to move and win.

This position occurred in one of the games recently played between Messrs. HARRWITZ and WILLIAMS, at the London Chess Club. Mr. WILLIAMS (white) here played his Queen to Q. R. seventh and ultimately lost the game. We leave it to the ingenuity of our subscribers to discover the move which would have given white the victory.

SOLUTION TO CHESS STUDY NO XXXI

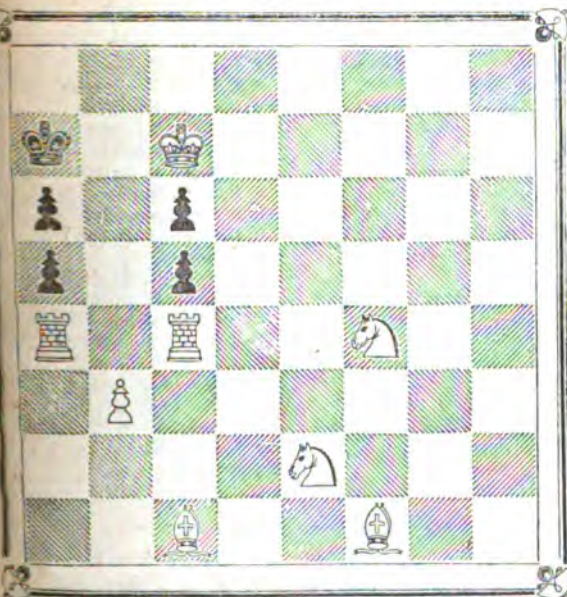
WHITE.

- 1 R. to K. Kt. third
- 2 R. to K. Kt. fifth (ch)
- 3 K. to B. third
- 4 R. to Q. B. fifth
- 5 P. to B. fifth
- 6 K. to Kt. third
- 7 P. to B. fourth
- 8 K. to B. third
- 9 K. to K. third
- 10 K. to K. B. second
- 11 K. to Kt. third

BLACK.

- 1 R. to Q. R. sq.
- 2 K. to B. third
- 3 R. to Q. R. third
- 4 R. to Q. Kt. third
- 5 R. to Kt. fifth
- 6 R. to Q. R. fifth
- 7 R. to Q. R. eighth
- 8 R. to K. B. eighth (ch)
- 9 R. checks
- 10 R. to K. fifth
- 11 R. to K. eighth and draw.

PROBLEM NO. XX.



The above position by Mauvillon, is given in Alexander's collection of chess problems (Page 326,) White is to mate in thirteen moves with the pawn on Q. Kt. third without taking any of black's pawns. We venture however to submit it to our subscribers as solvable upon the same terms in twelve moves. The solution is one of such extreme difficulty that we shall have much pleasure in publishing the names of those who may succeed in unravelling the mystery.

SOLUTION TO PROBLEM NO. XV.

- | | |
|--------------------------------------|---------------------|
| 1 Q. to Q. eighth (ch) | 1 Q. takes Q. (A.) |
| 2 P. to Q. R. fifth (ch) | 2 K. moves. |
| 3 B. mates. | |
| A. | |
| 1 ——— | 1 K. to Q. B. third |
| 2 Q. to Q. B. seventh | 2 K. moves. |
| 3 Q. takes P. on Q. B. fifth (mate.) | |

CONSULTATION GAME PLAYED AT CAMBRIDGE.

BLACK.	WHITE.
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to K. Kt. fourth
4 P. to K. R. fourth	4 P. to K. Kt. fifth
5 Kt. to K. fifth	5 P. to K. R. fourth
6 B. to Q. B. fourth	6 R. to R. second
7 P. to Q. fourth	7 P. to K. B. sixth
8 P. takes P.	8 P. to Q. third
9 Kt. to Q. third	9 B. to K. second
10 B. to K. B. fourth	10 B. takes R. P. (oh)
11 K. to Q. second	11 P. takes P.
12 Q. takes P.	12 Q. B. to K. Kt. fifth
13 Q. to K. third	13 P. to Q. B. third
14 Kt. to Q. B. third (a)	14 B. to K. second
15 Q. R. to K. Kt. sq. (b)	15 R. to Kt. second (c)
16 R. takes P.	16 K. B. to K. B. sq.
17 K. R. to K. R. eighth (d)	17 Q. Kt. to Q. second
18 Kt. to K. B. second	18 Q. Kt. to Q. Kt. third
19 K. B. to Q. Kt. third	19 Q. to Q. second
20 Kt. takes Q. B.	20 R. takes Kt.
21 R. takes Kt.	21 Resigns.

(a) Instead of this move, Black might have safely taken
Q. P. with his Bishop.

(b) This we believe to be about the best move.

(c) Had white played Kt. to K. R. third, the following moves
are probable.

BLACK.	WHITE.
15 —————	15 Kt. to K. B. third
16 B. takes Kt.	16 R. takes B.
17 R. takes B.	17 P. takes R.
18 R. takes R.	18 B. to K. Kt. fourth
19 R. to K. R. eighth (ch) etc.	

(d) The winning move.

CONSULTATION GAME PLAYED AT KLING'S CHESS ROOMS.

WHITE.

- 1 P. to K. fourth
- 2 P. to Q. B. fourth
- 3 K. Kt. to B. third
- 4 P. takes P.
- 5 Q. Kt. to B. third
- 6 P. to K. third
- 7 B. to Q. third
- 8 P. takes P.
- 9 P. to K. R. third
- 10 Castles
- 11 P. to Q. R. third
- 12 P. to Q. Kt. fourth
- 13 B. to Q. Kt. second
- 14 Kt. to Q. Kt. fifth
- 15 Q. Kt. to Q. fourth
- 16 Kt. takes Kt.
- 17 Q. R. to Q. B. sq.
- 18 B. to Q. fourth
- 19 Q. to R. fourth
- 20 Q. takes B. P.
- 21 R. takes Q.
- 22 R. to Q. B. third
- 23 K. R. to Q. B. sq.
- 24 B. takes Kt.
- 25 R. takes R.
- 26 R. takes R. (ch)
- 27 P. to K. fourth
- 28 B. takes P.
- 29 K. to B. sq.
- 30 K. to K. second
- 31 B. to Q. fifth
- 32 K. to Q. third
- 33 K. to Q. B. third
- 34 P. takes P.
- 35 P. to Q. R. fourth
- 36 B. takes B.
- 37 B. to Q. B. sixth
- 38 B. to Q. seventh (ch)
- 39 B. to K. R. third
- 40 K. to Q. B. fourth
- 41 K. to Kt. fifth
- 42 P. to K. B. third
- 43 P. to Q. R. fifth and Black resigned.

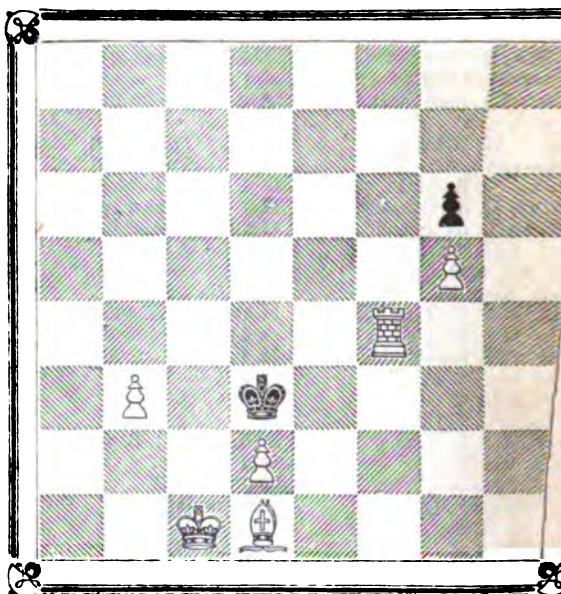
BLACK.

- 1 P. to Q. fourth
- 2 P. to K. third
- 3 K. Kt. to B. third
- 4 P. takes P.
- 5 B. to K. second
- 6 Castles
- 7 P. to Q. B. fourth
- 8 B. takes P.
- 9 Kt. to Q. B. third
- 10 R. to K. square
- 11 P. to K. R. third
- 12 B. to Q. third
- 13 B. to K. third
- 14 B. to Q. Kt. sq.
- 15 K. Kt. to Q. second (a)
- 16 P. takes Kt.
- 17 Q. to Q. Kt. third
- 18 Q. to Kt. second
- 19 Kt. to Kt. third (b)
- 20 Q. takes Q.
- 21 B. to Q. second
- 22 B. to Q. third
- 23 Q. R. to Q. B. sq.
- 24 P. takes B.
- 25 R. takes R.
- 26 B. takes R.
- 27 P. takes P.
- 28 B. to Q. second
- 29 K. to B. sq.
- 30 K. to K. second
- 31 K. to K. B. third
- 32 P. to K. Kt. fourth
- 33 P. to K. Kt. fifth
- 34 B. takes P.
- 35 B. takes Kt.
- 36 K. to K. B. fourth
- 37 P. to K. B. third
- 38 K. to Kt. fourth
- 39 K. to B. fifth
- 40 P. to K. R. fourth
- 41 B. to Q. B. second
- 42 K. to Kt. sixth

(a) The consequences of this move were evidently unforeseen by

Black. (b) There appears to be no better move.

PROBLEM NO. XXI., BY HERR HORWITZ.



White to mate in four moves.

SOLUTION OF PROBLEM XVI.

- | | |
|-------------------------------|-------------|
| 1 R. to K. B. eighth | 1 K. moves |
| 2 K. to Q. B. fifth | 2 P. checks |
| 3 K. to Q. Kt. sixth | 3 K. moves |
| 4 R. to Q. B. seventh, mates. | |

GAME BETWEEN ALFRED KEMPE ESQ., OF EYETER, A.

FRED. R. (OF B.)

WHITE. (MR. K.)

- 1 P. to K. fourth
- 2 K. B. to Q. B. fourth
- 3 Q. to B. third
- 4 P. to Q. third
- 5 P. to K. Kt. third
- 6 P. to K. R. fourth
- 7 Q. to K. second
- 8 Kt. takes P.
- 9 Q. takes P.
- 10 Q. to K. second
- 11 B. to K. third
- 12 B. to Kt. fifth (ch)
- 13 B. to R. fourth
- 14 B. to Kt. third
- 15 Q. to Q. second
- 16 B. to K. Kt. fifth (a)
- 17 P. to K. B. third
- 18 P. to Q. B. third
- 19 Kt. to R. third
- 20 R. to Q. B. square
- 21 P. to Q. fourth
- 22 P. takes P.
- 23 B. to B. second
- 24 P. to K. fifth
- 25 B. to Q. third (b)
- 26 P. to K. B. fourth
- 27 B. takes B.
- 28 Q. P. takes P
- 29 R. to K. B. square
- 30 B. to K. second
- 31 B. takes R. P.
- 32 B. to K. second (c)
- 33 Kt. to B. second
- 34 Kt. to Q. fourth
- 35 B. takes R.
- 36 Q. to K. B. second
- 37 Q. to Kt. third

BLACK. (FRED R.)

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. B. fifth
- 5 P. to K. Kt. fourth
- 6 P. to Kt. fifth
- 7 P. to K. B. sixth
- 8 P. takes Kt.
- 9 P. to Q. third
- 10 Q. Kt. to B. third
- 11 Q. Kt. to R. fourth
- 12 P. to Q. B. third
- 13 P. to Q. Kt. fourth
- 14 P. to K. R. fourth
- 15 B. to K. Kt. fifth
- 16 Kt. to Q. Kt. second
- 17 B. to Q. second
- 18 B. to K. second
- 19 P. to Q. R. fourth
- 20 Q. to Q. Kt. third
- 21 P. takes P.
- 22 P. to Q. R. fifth
- 23 B. to K. third
- 24 Kt. to Q. fourth
- 25 K. to Q. second
- 26 P. takes P.
- 27 Kt. takes B.
- 28 B. to Q. fourth
- 29 K. R. to K. Kt. square
- 30 R. takes K. Kt. P.
- 31 R. to K. R. square
- 32 R. takes K. R. P.
- 33 R. to K. Kt. eighth
- 34 R. takes R. (ch)
- 35 Kt. to Q. B. fourth
- 36 Kt. to K. Kt. third
- 37 Kt. takes K. B. P. (d)

WHITE.

- 38 K. to B. third
 39 B. takes Kt.
 40 B. to B. square
 41 Q. to Kt. seventh (ch)
 42 Q. to Kt. third
 43 R. takes B.
 44 Q. to K. B. third

BLACK.

- 38 Kt. from Q. B. 4 to Q. 6 (ch)
 39 R. to R. eighth (ch)
 40 Q. takes Kt.
 41 K. to K. square
 42 B. to Q. B. fifth
 43 Q. takes R.
 44 Q. to Q. B. eighth (ch)

White resigns.

- (a) Threatening to win a piece.
 (b) Intending if Black took P. with P. to capture Q. B. P. with his R. and if Q. retook, to play B. takes Q. Kt. P.
 (c) If B. had moved to K. B. seventh, with the intention of checking with P. next move, Black would have obtained a winning position by checking with Q. and forcing the exchange.
 (d) A move for which White was entirely unprepared.

GAME BETWEEN MR. HILLEL AND AN AMATEUR.

The former giving the K. B. Pawn and move.

BLACK (Amateur.)

- 1 P. to K. fourth
 2 P. to Q. fourth
 3 B. takes Kt.
 4 Kt. to Q. B. third
 5 Kt. to K. B. third
 6 B. to K. second
 7 Castles.
 8 P. to Q. fifth
 9 Kt. takes Kt.
 10 B. to K. Kt. fourth
 11 B. takes B.
 12 P. to K. Kt. third
 13 Kt. to K. second (b)
 14 R. to K. sq.
 15 K. to B. sq.
 16 K. to Kt. sq.

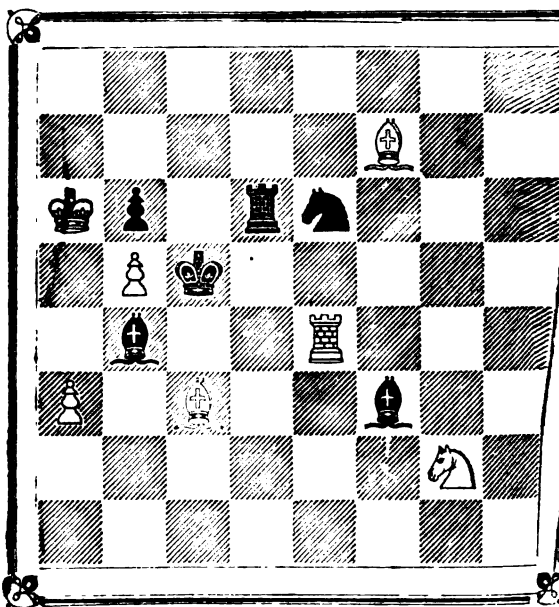
WHITE.—(MR. HILLEL.)

- 1 Kt. to K. R. third
 2 P. to K. Kt. third
 3 B. takes B.
 4 Castles
 5 P. to Q. third
 6 B. to K. Kt. second
 7 Kt. to Q. B. third
 8 Kt. to K. fourth
 9 B. takes Kt.
 10 R. to K. B. fifth
 11 Q. takes B.
 12 Q. to K. R. sixth (a)
 13 R. to K. R. fifth
 14 Q. takes R. P. (ch)
 15 Q. to K. R. sixth (ch)
 16 Q. mates

(a) A very ingenious move.

(b) Black ought to have moved Q. to K. second.

PROBLEM NO. XXIII., BY MR. D. JONES, (King's College.)



White mates in four moves.

SOLUTION OF PROBLEM XVIII.

- | | |
|-----------------------------|-------------------|
| 1 Kt. to Q. B. seventh (ch) | 1 K. to B. fourth |
| 2 R. takes Q. B. P. (ch) | 2 K. takes R. |
| 3 B. to K. third | 3 Any move. |
| 4 P. mates | |

PROBLEM NO. XXIV. BY MESSRS JONES AND MOTT.



White mates in four moves.

SOLUTION TO PROBLEM NO. XIX.

WHITE.

- 1 Kt. to Q. third (ch)
- 2 Q. to Q. B. sixth (ch)
- 3 Q. takes Kt. P. (ch)
- 4 B. to K. R. fifth (ch)
- 5 Kt. mates.

BLACK.

- 1 K. takes Kt. (best)
- 2 K. moves
- 3 K. takes Q.
- 4 K. takes B.

GAME BETWEEN MESSRS. G. B. FRASER AND C. M. BAXTER.

The former giving Q. Kt.

Evans' Gambit.

WHITE.—(G. B. Fraser.)

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 Castles
- 7 P. to Q. fourth
- 8 P. takes P.
- 9 P. to K. B. third
- 10 B. to Q. Kt. second
- 11 Q. to Q. B. second
- 12 P. to K. fifth
- 13 P. takes K. Kt.
- 14 P. takes K. Kt. P.
- 15 K. R. to K. sq. (ch)
- 16 P. to Q. fifth
- 17 Q. R. to Q. sq
- 18 R. takes B. (ch)

BLACK.—(C. M. Baxter.)

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 B. takes Q. Kt. P.
- 5 B. to Q. B. fourth
- 6 P. to Q. third
- 7 P. takes P.
- 8 B. to Q. Kt. third
- 9 P. to K. R. third
- 10 K. Kt. to B. third (a)
- 11 B. to Q. second
- 12 P. to Q. fourth
- 13 P. takes B.
- 14 R. to K. Kt. sq.
- 15 B. to K. third
- 16 Q. takes P.
- 17 Q. to Q. B. fourth
- 18 Resigned.

(a) Kt. to K. second would have been better play.

GAME BETWEEN AMSTERDAM AND LONDON.

WHITE.—[Amsterdam.]

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 P. to Q. B. third
- 6 P. to K. fifth
- 7 B. to Q. Kt. fifth
- 8 B. takes Kt. [ch]

BLACK.—[London.]

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 Kt. to K. B. third
- 6 P. to Q. fourth
- 7 Kt. to K. fifth
- 8 P. takes B.

WHITE.

- 9 P. takes P.
- 10 Kt. to Q. B. third
- 11 P. to K. R. fourth (b)
- 12 B. to K. B. fourth
- 13 K. to K. B. sq.
- 14 Kt. to Q. R. fourth
- 15 Kt. takes P.
- 16 P. to Q. Kt. third
- 17 Kt. to Q. B. second
- 18 R. to Q. B. sq. (d)
- 19 K. to K. Kt. sq.
- 20 Kt. to Q. R. third
- 21 P. takes B.
- 22 P. to K. B. third
- 23 Q. to Q. B. second
- 24 R. to K. sq.
- 25 R. takes Q.
- 26 K. to K. B. second
- 27 Q. takes R.
- 28 K. takes Kt.
- 29 K. to B. second
- 30 R. to Q. sq.
- 31 K. to B. sq.
- 32 Kt. to Q. B. second
- 33 R. takes R.
- 34 Kt. takes Q.
- 35 K. takes B.

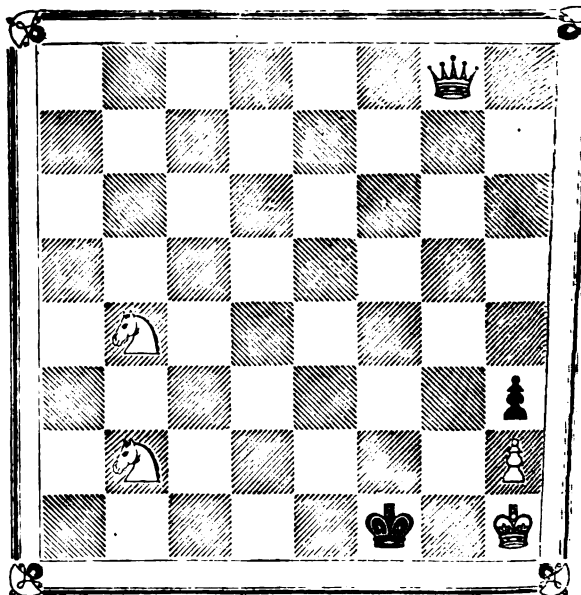
BLACK.

- 9 B. to Q. Kt. third
- 10 P. to K. B. fourth (a)
- 11 Castles
- 12 P. to Q. B. fourth
- 13 R. to Q. Kt. sq.
- 14 P. takes P.
- 15 Q. to K. sq.
- 16 P. to Q. B. fourth
- 17 P. to Q. fifth
- 18 B. to Q. R. third (ch)
- 19 B. to Q. Kt. fourth (e)
- 20 B. takes Kt.
- 21 B. to Q. B. second
- 22 Kt. to Q. B. sixth
- 23 B. takes K. P.
- 24 B. takes B. (f)
- 25 K. R. takes R.
- 26 R. to K. seventh (ch)
- 27 Kt. takes Q.
- 28 R. to K. sq. (ch)
- 29 P. to Q. sixth
- 30 P. to Q. seventh
- 31 B. to Kt. sixth
- 32 R. to K. eighth (ch)
- 33 P. takes R. and Queens (ch)
- 34 B. takes Kt.
- 35 K. to B. second

And Amsterdam resigns.

-
- (a) Some prefer castling, but we are inclined to give the preference to this mode of play.
 - (b) This is decidedly a weak move.
 - (c) Played in masterly style.
 - (d) The first good move on the part of white.
 - (e) Beautifully played—this is sound chess.
 - (f) The sacrifice of the Queen leads to a speedy victory.

PROBLEM NO. XXV., BY MR. E. CLARE.



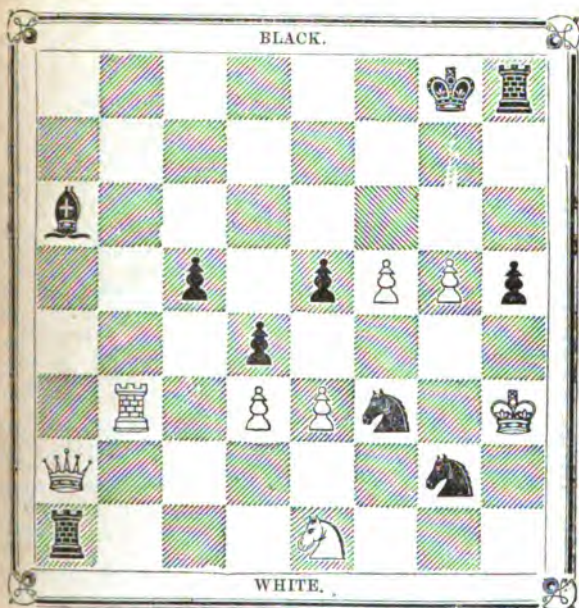
White compels Black to mate him in three moves.

SOLUTION OF ENIGMA NO. X.

- 1 Kt. takes R. (dis. ch)
- 2 Kt. to K. third (ch)
- 3 Kt. to Q. B. second
- 4 Kt. to Q. Kt. fourth (ch)
- 5 Kt. to Q. fifth (ch)
- 6 Q. to Q. Kt. third

Black's moves forced

PROBLEM NO., XXVI. BY MR. E. CLARE.



White mates in six moves.

SOLUTION TO ENIGMA, NO. XI.

- 1 B. to Kt. seventh
- 2 Kt. to K. B. second
- 3 B. to R. sixth
- 4 P. mates

Black's moves forced.

GAME BETWEEN MESSRS. MAUDE AND BODEN.

WHITE.—(Mr. Maude.)	BLACK.—(Mr. Boden)
1 P. to K. fourth	1 P. to Q. fourth
2 K. Kt. to B. third	2 P. to Q. third
3 P. to Q. fourth	3 P. takes P.
4 K. Kt. takes P.	4 P. to Q. fourth
5 P. to K. fifth	5 P. to Q. B. fourth
6 B. to K. Kt. fifth (ch)	6 Q. B. to Q. second
7 B. takes B. (ch)	7 Q. takes B.
8 K. Kt. to B. third	8 Q. Kt. to B. third
9 Castles	9 Castles
10 Q. Kt. to B. third	10 P. to K. B. third (a)
11 Q. B. to K. B. fourth	11 P. to K. Kt. fourth
12 B. to K. Kt. third	12 P. to K. Kt. fifth
13 P. takes K. B. P.	13 P. takes Kt.
14 Q. takes K. B. P.	14 Q. Kt. to Q. fifth
15 K. to K. B. fourth	15 K. B. to Q. third
16 Q. to K. R. fourth	16 Q. Kt. to K. B. fourth
17 Q. to K. Kt. fifth	17 P. to K. R. third
18 Q. to K. Kt. sixth	18 Q. to K. R. second
19 Q. takes Q.	19 K. R. takes Q.
20 Kt. takes Q. P.	20 B. takes B.
21 Kt. to K. seventh (ch)	21 K. Kt. takes Kt. (b)
22 P. takes Kt. (c)	22 B. takes K. R. P. (ch)
23 K. takes B.	23 K. R. takes P. and wins.

- (a) An excellent move.
 (b) Better to have taken with Q. Kt.
 (c) White ought now to have taken Bishop instead of Kt.

GAME BETWEEN ST. AMANT AND MR. MONGREDIEN.

Game First.

WHITE.—(Mr. M.)	BLACK.—(St. A.)
1 P. to K. fourth	1 P. to K. fourth
2 K. Kt. to B. third	2 K. Kt. to B. third
3 Kt. takes P.	3 Q. Kt. to B. third
4 Kt. takes Kt.	4 Q. P. takes Kt.

WHITE.

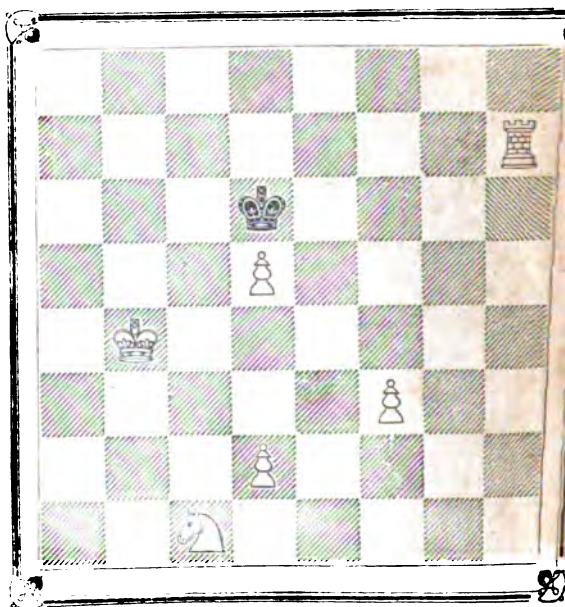
5 P. to Q. third
 6 K. B. to K. second
 7 Castles
 8 K. to R. square
 9 P. to Q. B. third
 10 P. to K. B. fourth
 11 P. to K. B. fifth
 12 K. B. to B. third
 13 Q. B. to K. B. fourth
 14 R. to K. Kt. third
 15 B. to K. R. fifth
 16 Q. Kt. to Q. second
 17 P. to K. R. fourth
 18 B. to K. Kt. sixth
 19 R. to K. B. third
 20 P. to K. R. fifth
 21 Q. to K. second
 22 P. to Q. fourth
 23 B. takes Kt.
 24 R. to K. Kt. third
 25 Q. to K. B. third
 26 R. to K. Kt. sixth
 27 P. to K. Kt. fourth
 28 P. to K. fifth
 29 P. takes P.
 30 P. to K. B. sixth
 31 Kt. to K. fourth
 32 Q. R. to Q. fourth
 33 P. takes P.
 34 Kt. to K. B. sixth (ch)
 35 P. takes R.

BLACK.

5 K. B. to Q. B. fourth
 6 Castles
 7 Q. to Q. third
 8 P. to K. R. third
 9 B. to Q. Kt. third
 10 Kt. to K. R. second
 11 P. to K. B. third
 12 Q. B. to Q. second
 13 Q. to K. second
 14 K. to K. R. square
 15 Kt. to K. Kt. fourth
 16 Q. R. to Q. square
 17 Kt. to K. B. second
 18 B. to K. B. seventh
 19 Kt. to K. fourth
 20 B. to Q. B. square
 21 B. to Q. Kt. third
 22 Kt. to K. B. second (a)
 23 Q. takes B.
 24 K. R. to K. square
 25 R. to K. second
 26 K. to K. R. second
 27 B. to Q. second
 28 P. takes P.
 29 Q. to Q. fourth
 30 R. to K. B. second
 31 Q. R. to K. B. square
 32 Q. to Q. B. fifth
 33 R. to Q. square
 34 R. takes Kt.
 Black resigns

(a) St. Amant here remarked, that he should have taken B. with Kt., winning thereby K., B., P.; on subsequent investigation, however, it turned out that the capture of the pawn would have been speedily fatal.

ENIGMA XIV., BY P. G. RAINGER, ESQ., (NORWICH.)



White to move, and Checkmate in three moves.

SOLUTION OF ENIGMA, XII.

- | | |
|--------------------------------|----------------------|
| 1 B. to K. fourth (ch) | 1 K. to Q. R. second |
| 2 B. to Q. fourth (ch) | 2 K. moves |
| 3 B. to K. fifth (ch) | 3 K. moves |
| 4 Kt. to Q. B. eighth (ch) | 4 R. takes Kt. |
| 5 P. takes R. mates Kt. mating | |

ENIGMA NO. XV., BY JOHN R. WEBB, ESQ., (BRISTOL.)



White to move, and checkmate in five moves.

SOLUTION OF ENIGMA, NO. XIII.

- | | |
|-----------------------------|----------------------|
| 1 R. to K. B. seventh (ch) | 1 K. takes R. (best) |
| 2 Q. to Q. seventh (ch) | 2 K. to K. Kt. third |
| 3 Q. to K. Kt. seventh (ch) | 3 K. moves. |
| 4 Q. to K. Kt. fifth (mate) | |

TO CORRESPONDENTS.

MATCH BETWEEN MESSRS. HARRWITZ AND WILLIAMS.

The following is the result of the first match between the gentlemen.

Harrwitz 7—Williams 0—Drawn 3.

In the second match the score at present stands as follows
Will. 2—Harrwitz 2—Drawn 2.

J. B. (Truro.) The mode of castling adopted in this country was introduced by Greco the Calabrese. The King can castle either side under the circumstances referred to by you.

F. R. S. The Queen wins against two Knights, and the Castles draw against the Queen and Bishop—exceptions however frequently occur, depending upon the positions of the pieces.

Juvenis. When you have a piece so attacked that it is difficult to save it, give it up, and endeavour to annoy your adversary in some other place. It may so happen that while your adversary is pursuing a piece, you may either get a pawn or two, or such a situation as will lead to his defeat.

H. Turton. Many thanks for the Problem sent, which shall have insertion in our next number. We have not, as you appear to think, any other Problem of your composing on our list; perhaps you will be so good as to favour us with a copy of the position to which you refer.

W. Grimshaw, (York.) We are much obliged by the Problem sent, it shall have a place in our next number.

. Those amateurs who are desirous of obtaining instruction as well as amusement in the intellectual pastime of Chess can have their wishes gratified by paying a visit to the commodious Chess Rooms of Mr. Kling, 458, New Oxford Street; they will not only have opportunities of joining consultation games which are played there every evening, but they will meet with players of every degree of strength.

. We cordially invite those of our subscribers who may be desirous of obtaining information upon matters connected with Chess or Chess Literature, to communicate freely with us, and the information they may require will be most willingly communicated to them.

LONDON:

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GAME PLAYED BETWEEN MR. HORWITZ AND MR. K.

the former giving K. B. P. and two moves.

Black (Mr. K.)

- 1 P. to K.
- 2 P. to Q. fourth
- 3 B. to Q. third
- 4 P. to K. fifth
- 5 P. to K. R. fourth
- 6 P. to K. B. fourth
- 7 P. to K. B. fifth
- 8 Q. to K. Kt. fourth (a)
- 9 Q. to K. Kt. third
- 10 Kt. to K. B. third
- 11 Kt. takes Kt. P.
- 12 P. takes Kt
- 13 B. to Q. second
- 14 Q. takes Q.
- 15 P. to R. third (b)
- 16 P. takes Kt.
- 17 R. to K. R. third
- 18 B. takes B.
- 19 K. to B. square
- 20 Kt. to Q. second
- 21 P. to K. Kt. third
- 22 R. to B. square (ch)
- 23 Kt. to Q. Kt. third
- 24 K. to Kt. square
- 25 Kt. takes Q. P.
- 26 Kt. to K. second
- 27 R. to K. square
- 28 R. to K. B. second
- 29 K. to B. square
- 30 P. to K. Kt. fourth
- 31 P. to B. sixth

White (Mr. Horwitz.)

- 1
- 2 P. to K. third
- 3 P. to Q. B. fourth
- 4 P. to K. Kt. third
- 5 P. takes P.
- 6 B. to K. second
- 7 P. to K. Kt. fourth
- 8 Kt. to K. R. third
- 9 Kt. to K. B. second
- 10 Kt. to Q. B. third
- 11 Kt. takes Kt.
- 12 Q. to R. fourth (ch)
- 13 Q. takes K. P. (ch)
- 14 Kt. takes Q.
- 15 Kt. takes B. (ch)
- 16 R. to K. Kt. square
- 17 B. takes P.
- 18 R. takes B.
- 19 P. to Q. Kt. third
- 20 B. to Q. Kt. second
- 21 Castles
- 22 K. to Kt. square
- 23 R. to K. B. square (ch)
- 24 R. to K. B. sixth
- 25 R. takes Q. P.
- 26 R. to Q. seventh
- 27 R. to K. fourth (c)
- 28 B. to R. third
- 29 R. takes Kt. P.
- 30 P. to Q. fourth
- 31 P. to Q. fifth.

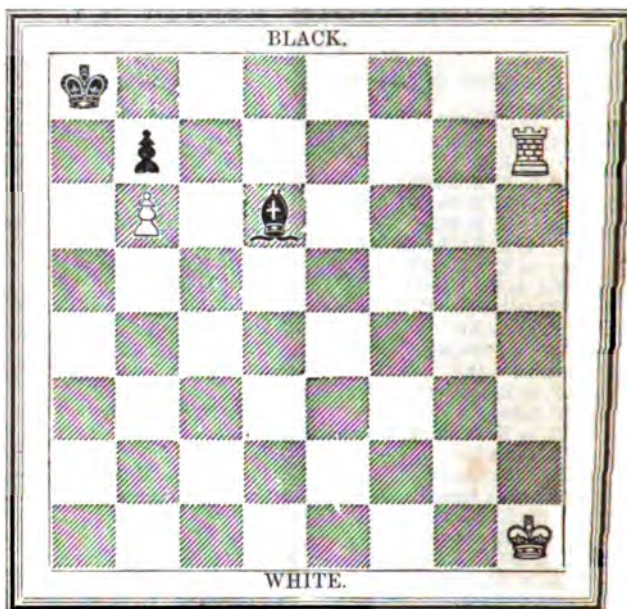
And Black resigns.

(a) Losing time. P. to K. Kt. 3rd would have been better play.

(b) We do not understand the object of this move.

(c) Black's game is now hopeless.

CHESS STUDY No. XXXIX. BY KLING AND HORWITZ.



White to move and win.

This study is intended for the instruction of young players. We shall occasionally give similar examples containing key moves of a character, which although they may be apparent to the experienced player, will cause the student considerable trouble before he discovers them.

SOLUTION OF CHESS STUDY No XXXII.

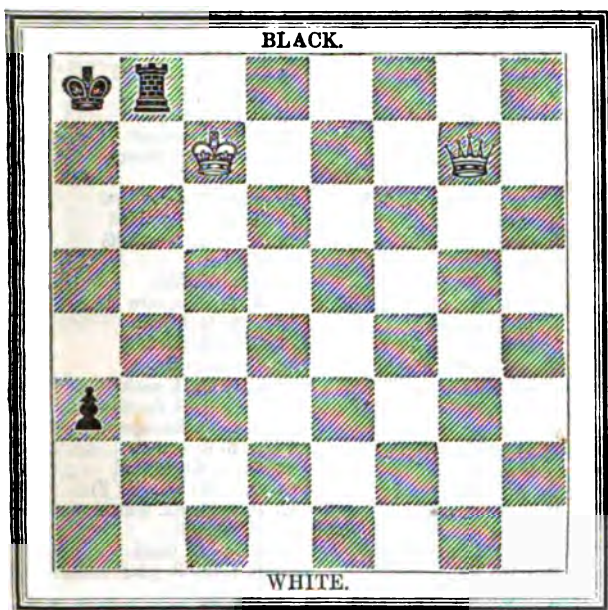
Black

- 1 K. to Q. B. second
- 2 B. checks
- 3 B. to K. B. seventh (best)
- 4 B. takes P.
- 5 K. takes Q.

White

- 1 K. to R. seventh
- 2 K. to R. sixth
- 3 P. to Kt. sixth (ch)
- 4 P. Queens
- 5 K. takes B. and wins.

CHESS STUDY No. XL. BY KLING AND HORWITZ.



White mates in four moves.

SOLUTION TO CHESS STUDY No. XXXIII.

White

- 1 K. to Q. third
- 2 R. takes P.
- 3 R. to R. fifth (ch)
- 4 K. to K. second

Black.

- 1 K. to R. seventh
- 2 P. to Kt. sixth
- 3 K. to Kt. eighth
- 4 P. to Kt. seventh

And draws.

6.78.5
13 N 15 4

CONSULTATION GAME PLAYED AT KLING'S CHESS ROOMS,
458, NEW OXFORD STREET.

White.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 P. to Q. fourth
- 6 Kt. to Q. B. third
- 7 Kt. to K. second
- 8 Q. to Q. third
- 9 P. to K. fifth
- 10 Kt. takes P. on K. fifth
- 11 Kt. to K. B. third
- 12 B. to Q. second
- 13 Castles
- 14 P. to K. Kt. third (c)
- 15 Q. to Q. Kt. third (ch.) (d)
- 16 R. to K. square
- 17 P. to Q. B. fourth
- 18 Kt. to K. fifth
- 19 P. takes Kt.
- 20 P. takes P.
- 21 B. to K. Kt. second
- 22 B. to Q. fifth
- 23 Q. to K. B. third
- 24 Kt. to K. Kt. third
- 25 P. to K. R. fifth
- 26 P. takes P.
- 27 B. to K. B. fourth (g)
- 28 B. takes Kt.
- 29 Q. takes B.
- 30 P. to K. R. sixth
- 31 P. to Q. Kt. third
- 32 Q. takes Q.
- 33 Kt. to K. R. fifth
- 34 Kt. to K. Kt. seventh (h)
- 35 R. to Q. square
- 36 K. takes R.
- 37 K. to K. second
- 38 K. to K. B. third
- 39 R. to R. fifth
- 40 K. to K. B. fourth
- 41 K. to K. B. third

Black.

- 1 P. to K. fourth
- 2 P takes P.
- 3 P. to Q. third
- 4 P. to K. Kt. third
- 5 B. to K. R. third
- 6 P. to Q. B. third
- 7 Q. to K. second
- 8 P. to K. B. fourth
- 9 P. takes P.
- 10 Kt. to Q. second (a)
- 11 K. Kt. to B. third
- 12 Kt. to R. fourth (b)
- 13 Castles
- 14 Q. to K. fifth
- 15 K. to R. square
- 16 Q. to Q. fourth
- 17 Q. to Q. third
- 18 Kt. takes Kt.
- 19 Q. to Q. B. second
- 20 P. to Q. B. fourth (e)
- 21 R. to Q. Kt. square
- 22 R. to K. square
- 23 Kt. to Kt. second
- 24 Q. to K. second (f)
- 25 P. to K. Kt. fourth
- 26 B. takes P.
- 27 Kt. to K. third
- 28 B. takes B. (ch.)
- 29 B. takes B.
- 30 R. to K. Kt. square
- 31 Q. to K. Kt. fourth
- 32 R. takes Q.
- 33 R. to Q. square
- 34 R. to K. Kt. third
- 35 R. takes R. (ch.)
- 36 K. to Kt. square
- 37 K. to K. B. second
- 38 B. to Q. second
- 39 K. to K. second
- 40 R. to Kt. fifth (ch.)
- 41 R. to Kt. third

And the game was given up as drawn.

(a) Up to this point Black's efforts have been directed to the preservation of his Gambit Pawn.

(b) Kt. to K. Kt. fifth would have been the better move, as giving Black a counter attack, and the moves which would probably have followed, are :

- | | |
|----------------------------|------------------------|
| 13 P. to K. R. fifth | 12 K. to K. Kt. fifth |
| 14 Q. takes P. | 13 P. to K. Kt. fourth |
| 15 Q. to Q. B. fifth, etc. | 14 Q. Kt. to B. third |

(c) The advance of this Pawn shows the inferiority of the move just referred to.

(d) White's best answer.

(e) Highly necessary—prevents the advance of White's K. B. P.

(f) This move frustrates White's attack on the King's side.

(g) Better than taking the Bishop.

(h) Kt. to K. B. sixth would have prevented Black's King from playing, and must have ultimately led to a winning position.

A DASHING LITTLE GAME PLAYED AT KLING'S CHESS ROOMS BETWEEN TWO AMATEURS

- | <i>Black</i> | <i>White.</i> |
|---------------------------|------------------------------|
| 1 P. to K. fourth | 1 P. to K. fourth |
| 2 P. to Q. B. third | 2 Kt. to Q. B. third |
| 3 P. to Q. fourth | 3 P. takes P. |
| 4 P. takes P. | 4 B. to Q. Kt. fifth (check) |
| 5 Kt. to Q. B. third | 5 P. to Q. fourth |
| 6 P. to K. fifth | 6 B. to K. third |
| 7 Kt. to K. B. third (a.) | 7 P. to K. R. third |
| 8 P. to K. R. third | 8 K. Kt. to K. second |
| 9 B. to Q. third | 9 Q. to Q. second |
| 10 Castles | 10 B. takes Kt. |
| 11 P. takes B. | 11 Castles (Q. R.) (b) |
| 12 B. to Q. R. third | 12 P. to Q. R. third |
| 13 R. to Q. Kt. square | 13 Kt. to Q. R. fourth |
| 14 B. takes Kt. | 14 Q. takes B. |
| 15 Q. to Q. R. fourth | 15 Kt. to Q. B. fifth |
| 16 R. to Q. Kt. fourth | 16 P. to Q. B. fourth |
| 17 P. takes P. | 17 Q. takes P. |
| 18 K. R. to Q. Kt. square | 18 B. to Q. second |
| 19 B. to K. B. fifth (c) | 19 B. takes B. |
| 20 R. takes P. | 20 B. takes R. |
| 21 Q. takes P. | 21 Kt. to Q. Kt. third |

And Black gave mate in two moves.

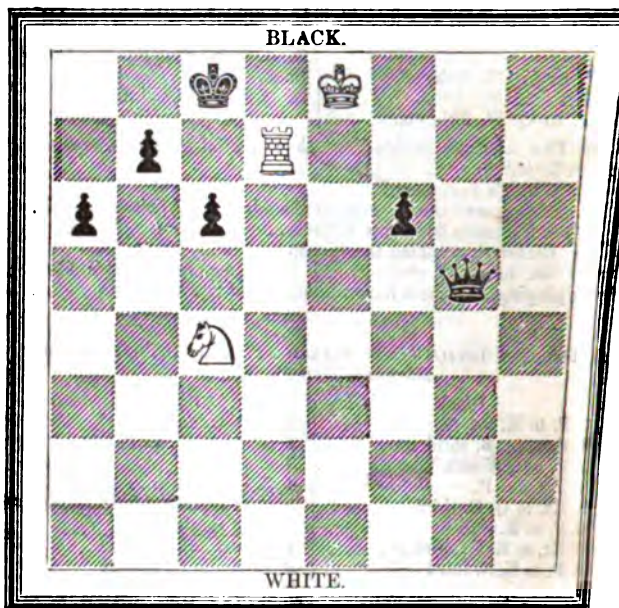
(a) P. to K. fourth would have been stronger.

(b) A very injudicious move, exposing his King to an overwhelming attack; he should have castled on the King's side, where his King would have been strongly posted.

(c) An ingenious move—leading to a speedy victory.

B. y. f. 9
C. B. B.
and 0

CHESS STUDY No. XLI. BY KLING AND HORWITZ.



White moving first draws.

SOLUTION OF CHESS STUDY No. XXXIV.

White.

- 1 B. to Q. B. fourth
- 2 P. to Kt. fourth
- 3 B. to Q. Kt. third
- 4 B. to Q. R. fourth
- 5 B. to Q. B. third
- 6 K. to Q. R. fourth
- 7 K. to Q. R. fifth
- 8 B. to Q. Kt. fifth
- 9 B. to K. B. square
- 10 B. to K. seventh

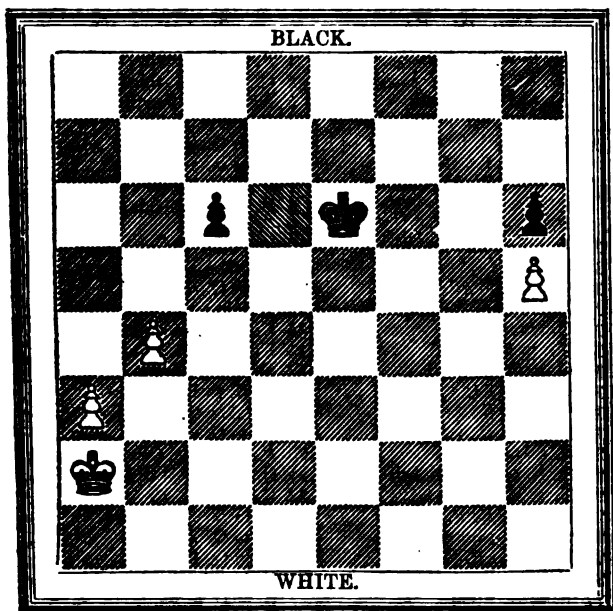
Black.

- 1 B. to Q. R. fifth
- 2 B. to Q. second
- 3 B. to Q. Kt. fourth
- 4 B. to Q. B. fifth
- 5 K. to Q. B. seventh
- 6 K. to Q. B. sixth
- 7 B. to K. seventh
- 8 B. to K. Kt. fifth
- 9 B. to Q. second
- 10 K. to Q. seventh (a)

And draws.

(a) The only move to prevent Bishop from playing to Q. square, and to Q. R. fourth on the following move, which would have ended in Black's defeat.

CHESS STUDY NO. XLII. BY KLING AND HORWITZ.



White moving first draws.

SOLUTION OF CHESS STUDY XXXV.

- | <i>White.</i> | <i>Black.</i> |
|----------------------------|----------------------------|
| 1 K. to B. third | 1 K. to Kt. seventh (best) |
| 2 R. takes P. | 2 P. to B. sixth |
| 3 R. to K. Kt. fourth (ch) | 3 K. to B. eighth |

And draws.

GAME BETWEEN ALFRED A. KEMPE, Esq. (OF EXETER)
AND FRED. R. (OF B.)
EVANS' GAMBIT.

White (Mr. K.)

1. P. to K. fourth
2. K. Kt. to B. third
3. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Q. to Q. Kt. third
7. B. to Q. R. third
- 8 Castles
- 9 P. to Q. fourth
- 10 P. takes P.
- 11 Kt. takes Kt.
- 12 Q. to R. fourth (ch) (a)
- 13 B. takes K. B. P. (ch.)
- 14 Q. takes K. B.
- 15 Kt. to Q. second
- 16 Q. to Q. B. third
- 17 Q. R. to Kt. square
- 18 Q. takes Kt. (ch.)
- 19 K. takes R. (ch.)
- 20 R. takes R.
- 21 Q. R. to Q. R. eighth
- 22 B. to B. square (a)
- 23 R. takes R. P.
- 24 R. to Q. square
- 25 Kt. to K. B. third
- 26 B. takes P.
- 27 R. to K. square
- 28 Q. R. to R. square
- 29 Q. R. to B. square (d)
- 30 P. to K. fifth
- 31 P. to K. sixth (ch.)
- 32 P. takes B.
- 33 K. to B. square
- 34 R. to Q. B. fourth
- 35 R. to Q. R. fourth
- 36 R. to Q. R. seventh (e)
- 37 R. to Q. R. eighth
- 38 Q. R. to R. square
- 39 R. to K. fifth
- 40 K. to K. square (f)
- 41 R. takes R. P.
- 42 K. to K. second

Black (Fred. R.)

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to Q. R. fourth
- 6 Q. to K. second
- 7 P. to Q. third
- 8 B. to Q. Kt. third
- 9 P. takes P.
- 10 Kt. takes P.
- 11 B. takes Kt.
- 12 B. to Q. second (b)
- 13 Q. takes R.
- 14 Kt. to K. second
- 15 Kt. to Q. B. third
- 16 B. to K. third
- 17 Q. R. to Kt. square
- 18 P. takes Q.
- 19 K. to Q. second
- 20 P. to K. Kt. fourth
- 21 Q. to K. B. third
- 22 B. takes R. P.
- 23 B. to K. Kt. square
- 24 P. to Q. B. fourth
- 25 Q. to Q. B. sixth
- 26 B. to Kt. sixth
- 27 B. to B. second
- 28 B. to R. fourth
- 29 Q. to K. Kt. second
- 30 B. takes Kt.
- 31 K. to K. square
- 32 Q. takes B. (ch.)
- 33 K. to K. second
- 34 P. to K. R. fourth
- 35 P. to Q. B. fifth
- 36 Q. to Q. B. fourth
- 37 P. to Q. B. sixth
- 38 P. to Q. fourth
- 39 Q. to Q. B. fifth (ch.)
- 40 P. to Q. B. seventh
- 41 Q. to Q. B. sixth (ch.)
- 42 Q. takes R.

White resigns.

- (a) White should have taken King's Bishop's Pawn with Bishop.
 (b) Black did not avail himself of the advantage offered by the previous move of White; had he moved his King, he must have won a piece.
 (c) Had Black taken R. P., he would have lost a piece.
 (d) This move loses a piece.
 (e) A lost move.
 (f) K. to Kt. second would have prolonged the game.

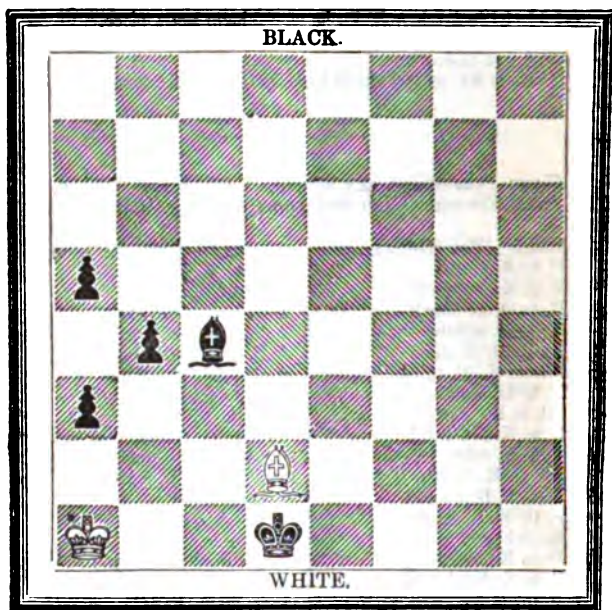
GAME PLAYED BETWEEN MESSRS. HORWITZ AND K—g,
 THE FORMER GIVING THE ODDS OF QUEEN'S ROOK.

Black—(MR. HORWITZ)	White—(MR. K—g)
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 B. to Q. B. fourth	3 Q. to R. fifth (ch)
4 K. to B. square	4 P. to K. Kt. fourth
5 Kt. to Q. B. third	5 B. to Kt. second
6 Kt. to K. B. third	6 Q. to K. R. fourth
7 P. to Q. fourth	7 P. to K. Kt. fifth
8 Kt. to K. square	8 P. to K. B. sixth
9 P. to K. Kt. third	9 P. to Q. B. third (a)
10 P. to K. fifth	10 Kt. to K. second (b)
11 Kt. to K. fourth	11 Kt. to K. B. fourth
12 K. to K. B. second	12 Castles (c)
13 P. to K. R. third	13 P. takes P.
14 Kt. takes P.	14 P. to Q. Kt. fourth
15 B. to Kt. third	15 Kt. to Q. R. third
16 P. to K. Kt. fourth	16 Q. to Kt. third
17 P. takes Kt.	17 Q. takes P.
18 Q. to K. square	18 P. to Q. B. fourth
19 P. to Q. B. third	19 Kt. to Q. B. second
20 B. to Q. B. second	20 Q. to R. fourth
21 Kt. to K. Kt. third	21 Q. to K. Kt. fifth
22 B. to K. B. fifth	

And White resigns.

- (a) P. to Q. third is the correct play at this stage of the game.
 (b) We should have preferred P. to K. B. fourth; this would have forced Black to take P. *en passant*. White would then have taken P. with Kt. obtaining the command of his King's fifth square, a position which would have given him a decided advantage.
 (c) Castling was premature here—Q. to Kt. third would have been better play, giving freedom to his R. P. as well as preserving the union of the Pawns on the King's side.

CHESS STUDY No. XLIII. BY MR. JONES.



White moving first draws.

SOLUTION OF CHESS STUDY XXXVI.

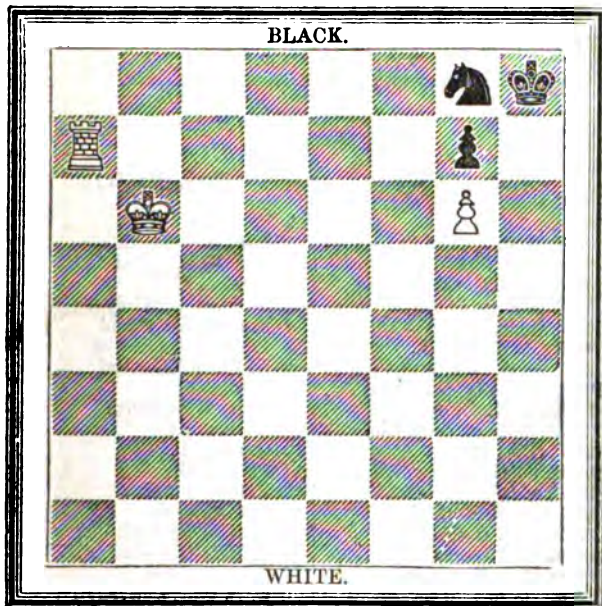
White.
 1 K. to R. sixth
 2 P. to Kt. seventh

Black.
 1 B. to K. fifth
 2 K. to B. second

And draws.

CHESS STUDY NO. XLIV. BY KLING AND HORWITZ.

BLACK.



WHITE.

White to move and win.

SOLUTION OF CHESS STUDY XXXVII.

White.

- 1 P. to K. third (a)
- 2 K. to R. square
- 3 K. to Kt. second

Black.

- 1 K. to Q. B. fourth
- 2 K. to Q. Kt. fifth.

And draws.

(a) Had White pushed Pawn to K. fourth he must have lost in the following manner.

- 1 P. to K. fourth
- 2 P. to K. fifth
- 3 P. to K. sixth
- 4 P. to K. seventh
- 5 K. takes Q.

- 1 K. to B. fourth
- 2 K. to Q. fifth
- 3 K. takes P.
- 4 P Queens (ch)

And mates in four moves.

THREE GAMES, IN WHICH

MR. HORWITZ GIVES K. B. PAWSE AND TWO MOVES TO MR. WAYTE,
PRESIDENT OF THE CAMBRIDGE CHESS CLUB.

GAME I.

<i>White (Mr. W.)</i>	<i>Black. (Mr. H.)</i>
1 P. to K. fourth	2 P. to K. third
2 P. to Q. fourth	3 P. to Q. B. fourth
3 K. B. to Q. third	4 P. to K. Kt. third
4 P. to K. fifth	5 P. takes P.
5 P. to K. R. fourth	6 Q. Kt. to B. third
6 P. to K. B. fourth	7 B. to K. Kt. second
7 P. to K. R. fifth	8 P. to K. R. third (a)
8 K. R. P. takes P.	9 K. Kt. to K. second
9 Q. to K. R. fifth	10 Castles (b)
10 Q. Kt. to Q. second	11 Kt. to K. B. fourth
11 Kt. to K. fourth	12 B. takes Kt.
12 Kt. to K. B. sixth (ch.)	13 Q. takes P.
13 P. takes R.	14 P. takes B.
14 B. takes Kt.	15 P. to Q. fourth
15 B. to Q. second	16 P. to Q. sixth
16 Kt. to K. B. third	17 Q. to K. third (ch.) (c)
17 P. to Q. B. third	18 Q. B. to Q. second (d)
18 K. to B. second	19 Q. to her third
19 Q. R. to K. square	20 Q. B. to K. square (f)
20 Kt. to K. fifth (e)	21 Kt. takes Kt.
21 Q. takes K. B. P.	22 Q. to Q. Kt. third (ch.)
22 P. takes Kt.	23 Q. takes Q. Kt. P. (ch.)
23 B. to K. third	24 Q. takes Q. B. P.
24 K. to Kt. square	25 K. to R. square
25 Q. to K. sixth (ch.)	26 R. to Q. B. square
26 Q. R. to K. B. square (g)	
27 B. takes K. R. P.	

And Black resigns.

(a) About the best move in this situation.

(b) We should have preferred playing P. to Q. fourth. Castling under such circumstances was very dangerous.

(c) B. to Q. second would have enabled Black to bring his Book into play.

(d) Checking with Queen on K. seventh, would have hastened Black's defeat.

- (e) The best move; Black dare not take the Knight.
 (f) Kt. to Q. square would have been stronger.
 (g) Why not at once take Rook's P. with Bishop?

GAME II.

*White (Mr. W.)**Black (Mr. H.)*

- | | |
|------------------------|-----------------------------|
| 1 P. to K. fourth | 2 P. to K. third |
| 2 P. to Q. fourth | 3 P. to Q. B. fourth |
| 3 K. B. to Q. third | 4 P. to K. Kt. third |
| 4 P. to K. fifth | 5 P. takes P. |
| 5 P. to K. R. fourth | 6 K. Kt. to K. second |
| 6 P. to K. B. fourth | 7 B. to K. Kt. second |
| 7 P. to K. R. fifth | 8 Q. Kt. to B. third |
| 8 Q. to K. Kt. fourth | 9 P. to K. B. third |
| 9 K. R. P. takes P. | 10 Kt. to Q. Kt. fifth (a) |
| 10 Q. Kt. to Q. second | 11 Kt. takes B. (ch.) |
| 11 Kt. to K. fourth | 12 Kt. to K. B. fourth |
| 12 P. takes Kt. | 13 Q. to Q. R. fourth (ch.) |
| 13 Q. to K. R. fifth | 14 Q. to Q. Kt. fourth (b) |
| 14 B. to Q. second | |
| 15 Q. takes Kt. | |

And Black abandoned the game.

- (a) P. to Q. fourth would have been a much stronger defence, enabling Black to bring his pieces more quickly into play.
 (b) This slip costs Black the game.

GAME III.

*White (Mr. W.)**Black (Mr. H.)*

- | | |
|----------------------|--------------------------|
| 1 P. to K. fourth | 2 P. to K. third |
| 2 P. to Q. fourth | 3 P. to Q. B. fourth (a) |
| 3 K. B. to Q. third | 4 P. to K. Kt. third |
| 4 P. to K. fifth | 5 P. takes Q. P. |
| 5 P. to K. R. fourth | 6 K. Kt. to K. second |
| 6 P. to K. B. fourth | 7 B. to K. Kt. second |
| 7 P. to K. B. fifth | |

to Kt. check to King and ...
 at R. B.

<i>White (Mr. W.)</i>	<i>Black (Mr. H.)</i>
8 Q. to K. Kt. fourth	8 Castles
9 K. R. P. takes P.	9 P. to K. R. third
10 P. to K. B. fifth (b)	10 Q. to Q. R. fourth (ch.)
11 Q. B. to Q. second	11 Q. takes K. P. (ch.)
12 K. Kt. to K. second	12 Kt. takes K. B. P. (c)
13 B. to K. B. fourth	13 Q. to Q. R. fourth (ch.)
14 Q. Kt. to Q. second	14 P. to Q. third
15 K. B. takes Kt.	15 P. takes B.
16 Q. to K. R. fifth	16 Q. to Q. B. second
17 B. takes K. R. P.	17 K. R. to K. square
18 B. takes B.	18 Q. takes B.
19 Q. to K. Kt. fifth	19 Kt. to Q. B. third
20 Q. Kt. to K. B. third	20 P. to Q. sixth
21 Castles Q. R. (d)	21 P. takes Kt.
22 Q. R. takes Q. P.	22 Kt. to K. fourth
23 R. to K. R. seventh	23 Kt. takes Kt.
24 R. takes Q. (ch.)	24 K. takes R.
25 Q. to K. B. sixth (ch.)	25 K. to R. third
26 P. to K. Kt. seventh (dis ch.)	26 K. to R. fourth
27 Q. to K. R. sixth (ch.)	27 K. to Kt. fifth
28 R. to K. Kt. sixth (ch.)	

And mates next move.

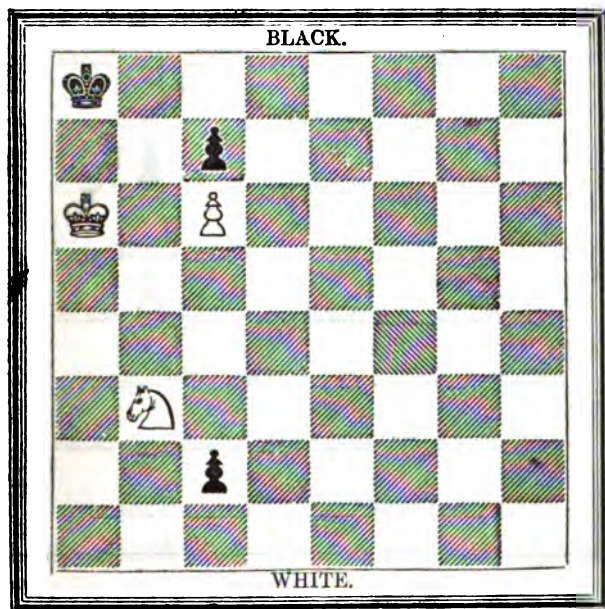
(a) Until recently, this move was considered best; but later experience has led us to a different conclusion. We should prefer playing either Q. to K. second, or Kt. to Q. B. third, and agree in this respect with Mr. Staunton, who, of all living players, we consider the strongest at the odds of Pawn and two moves.

(b) We are quite unable to fathom White's motives for giving up his centre Pawns. Had Black availed himself of the advantage offered him, White's game must have changed from an attacking to a defensive one.

(c) Here Black should have taken Pawn with Pawn, which would at once have given him a decidedly winning position.

(d) Ingeniously conceived.

CHESSE STUDIES No. XLV. BY KLING AND HORWITZ.



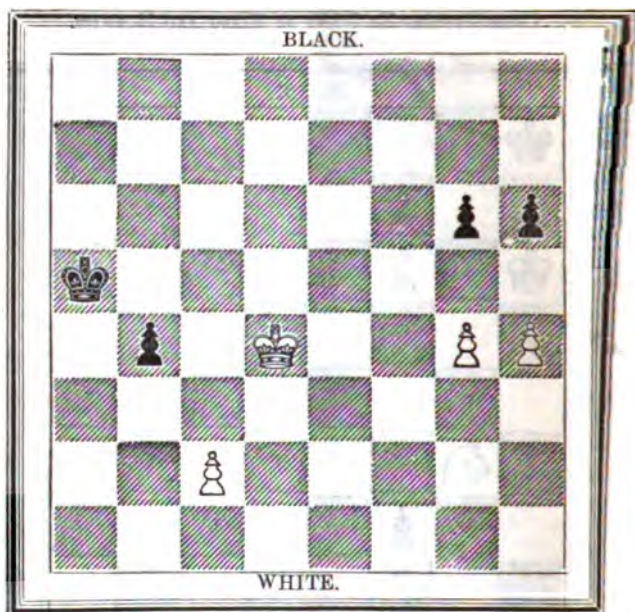
White to move and win.

SOLUTION OF CHESSE STUDY XXXVIII.

R. to K. R. eighth

And wins.

CHESS STUDY No. XLVI. BY KLING AND HORWITZ.

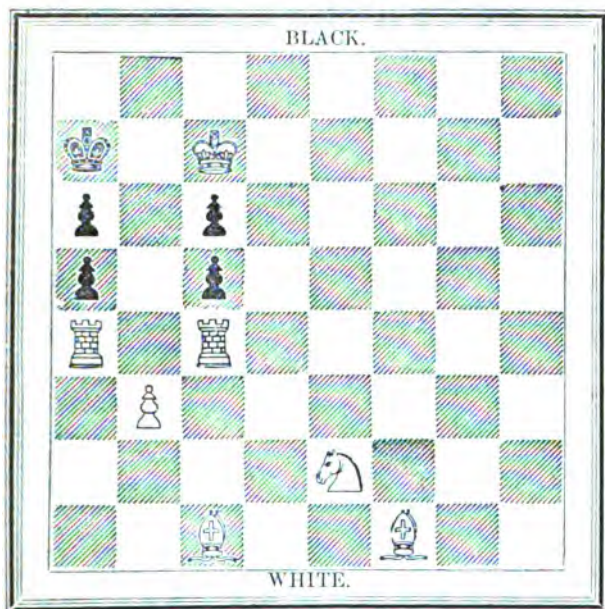


White moving first wins.

SOLUTION OF PROBLEM No. XX.

- | | |
|-----------------------------|------------------------|
| 1 B. to K. R. third | 1 K. to Q. R. square |
| 2 B. to Q. B. eighth | 2 K. to Q. R. second |
| 3 B. to Q. second | 3 K. to Q. R. square |
| 4 B. to Q. Kt. seventh (ch) | 4 K. to Q. R. second |
| 5 Kt. to Q. fourth | 5 P. takes Kt. |
| 6 R. to Q. B. fifth | 6 Q. P. one |
| 7 Kt. to Q. fifth | 7 P. takes Kt. |
| 8 R. to Q. fourth | 8 P. to Q. R. fifth |
| 9 P. to Q. Kt. fourth | 9 P. to Q. R. sixth |
| 10 R. to Q. R. fifth | 10 P. to Q. R. seventh |
| 11 P. to Q. Kt. fifth | 11 P. Queens. |
| 12 P. mates. | |

PROBLEM No. XXVII.



White to move and mate in twelve moves with the P. on Q. Kt. 3rd without taking any of Black's Pawns.

Since the appearance of Problem No. 20 in our last No. it has occurred to us that the Solution would be rendered infinitely more difficult by the removal of the Knight on K. B. fourth. With this alteration therefore, we again submit the Problem to the ingenuity of our subscribers.

SOLUTION OF PROBLEM No. XXI.

- | | |
|------------------------|---------------|
| 1 B. to K. second (ch) | 1 K. takes B. |
| 2 K. to Q. B. second | 2 K. moves |
| 3 K. to Q. third | 3 ditto. |
| 4 R. mates. | |

TWO GAMES BETWEEN V. GREEN, ESQ., AND ANOTHER AMATEUR.

<i>Black (Mr. Green)</i>	<i>White (AMATEUR)</i>
1 P. to K. fourth	1 P. to K. fourth
2 K. Kt. to B. third	2 P. to Q. fourth
3 P. takes P.	3 P. to K. fifth
4 Q. to K. second	4 Q. to K. second (a)
5 K. Kt. to Q. fourth	5 K. Kt. to B. third
6 Q. Kt. to B. third	6 Q. to K. fourth
7 Kt. to K. B. third	7 Q. to K. B. fourth
8 Kt. to Q. fourth	8 Q. to K. Kt. third
9 P. to Q. third	9 B. to Q. B. fourth
10 Kt. to Q. Kt. third	10 B. to Q. Kt. fifth
11 B. to Q. second	11 B. takes Kt.
12 B. takes B.	12 Castles
13 B. takes Kt.	13 Q. takes B.
14 P. takes P.	14 Q. takes Q. Kt. P.
15 Q. to Q. second	15 R. to K. square
16 B. to Q. third	16 P. to K. B. fourth
17 P. to K. B. third	17 P. takes P.
18 B. takes P.	18 B. to K. B. fourth
19 Q. to Q. third	19 Kt. to Q. R. third
20 Castles	20 B. takes B.
21 P. takes B.	21 Kt. to Kt. fifth
22 Q. to Q. B. fourth	22 Kt. takes Q. B. P.
23 R. to K. B. second	23 Kt. to Q. R. sixth
24 Q. takes Q. B. P.	24 Q. to K. fourth
25 Q. takes Q. (b)	25 R. takes Q.
26 R. to K. second	26 Q. R. to K. square
27 Q. R. to K. square	27 Kt. to Kt. fourth
28 R. to K. third	28 P. to Q. Kt. third
29 P. to Q. R. fourth	29 Kt. to Q. third
30 Kt. to Q. second	30 Kt. to K. B. fourth
31 R. to Q. third (c)	31 Kt. to Q. third
32 K. R. to K. third	32 Kt. to K. B. fourth

Drawn game.

(a) The correct move; but it is doubtful whether the lost Pawn can be regained, or whether White can obtain an equivalent for the sacrifice.

(b) Black might have won by playing 25 Q. to Q. B. fifth, attacking the Kt., and the following moves would probably have ensued:—

26 Q. R. to K. B. square	25 P. to Q. R. fourth
27 Kt. to Q. R. square	26 P. to K. R. fifth

And White must have lost his Knight.

(c) King to Bishop's second would have given Black a chance of the game.

GAME II.

White (AMATEUR.)

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. B. third
- 5 P. to Q. Kt. fourth
- 6 P. to Q. fourth (a)
- 7 P. takes P.
- 8 Kt. to Q. B. third
- 9 Castles
- 10 P. to Q. Kt. fifth
- 11 B. to Q. R. third (c)
- 12 P. to K. fifth
- 13 Kt. to K. fourth
- 14 Q. takes B.
- 15 Q. B. takes Kt.
- 16 Q. to Q. R. third
- 17 Q. to Q. Kt. third (e)
- 18 B. takes R.
- 19 Q. R. to Q. square
- 20 P. takes P.
- 21 Q. takes Q.
- 22 K. to R. square
- 23 P. to K. R. third
- 24 B. takes P. (ch.) (f)
- 25 K. to R. second
- 26 B. to K. Kt. sixth (g)
- 27 R. takes R.
- 28 P. to K. Kt. third
- 29 R. to Q. square (h)
- 30 K. to R. square
- 31 B. to K. B. fifth
- 32 P. to Q. B. fourth
- 33 P. to Q. R. fifth
- 34 R. to Q. R. square
- 35 P. takes P.
- 36 B. to Q. third

Black (Mr. GREEN.)

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. third
- 5 B. to Q. Kt. third
- 6 P. takes P.
- 7 Kt. to K. B. third (b)
- 8 P. to K. R. third
- 9 Castles
- 10 Kt. to K. second
- 11 B. to K. Kt. fifth
- 12 Kt. to K. R. second
- 13 B. takes K. Kt.
- 14 P. to Q. fourth (d)
- 15 P. takes Kt.
- 16 Q. takes Q. P.
- 17 Q. takes P.
- 18 R. takes B.
- 19 P. to K. sixth
- 20 Q. takes P. (ch.)
- 21 B. takes Q. (ch.)
- 22 Kt. to K. B. third
- 23 Kt. to K. fifth
- 24 K. to R. square
- 25 B. to Q. B. fourth
- 26 R. takes R.
- 27 B. to Q. third (ch.)
- 28 Kt. takes P.
- 29 Kt. to K. seventh (dis. ch.)
- 30 Kt. to K. B. fifth
- 31 P. to K. Kt. fourth
- 32 K. to Kt. second
- 33 P. to Q. Kt. third
- 34 Kt. to K. seventh
- 35 R. P. takes P.
- 36 Kt. to K. B. fifth

And after a few more moves, the game was agreed to be drawn.

(a) Bad play.

(b) Black failed to take advantage of his opponent's weak move: he should have played B. to K. Kt. fifth.

(c) White takes up a strong position.

(d) The game now becomes very interesting: both parties play with great spirit.

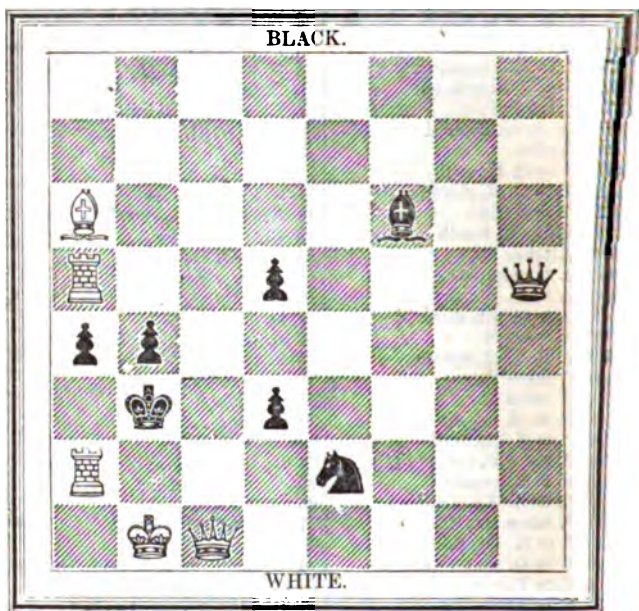
(e) This move very much cramps Black's game.

(f) Better than taking with R.

(g) P. to K. Kt. fourth would have liberated his King.

(h) Why not R. to K. square?

PROBLEM No. XXVIII. BY ALFRED KEMPE, Esq. (University College.)

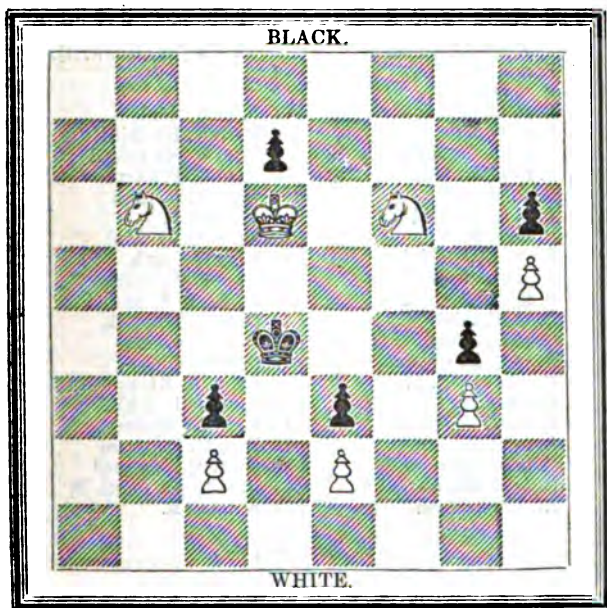


White compels Black to mate in four moves.

SOLUTION OF PROBLEM No. XXII

<i>White</i>	<i>Black.</i>
1 Kt. to Q. R. square	1 P. moves
2 B. to K. fifth	2 P. moves
3 K. to Q. Kt. fourth	3 P. moves
4 K. takes P.	4 K. takes Kt.
5 K. to Q. B. second dis. mates.	

PROBLEM No. XXIX, BY ALFRED KEMPE, Esq. (University College.)



White mates in six moves.

SOLUTION OF PROBLEM No. XXIII.

1 P. takes B. (ch)
 2 Q. B. to K. B. sixth
 3 B. checks
 4 Kt. mates.

1 K. moves
 2 K. takes R. (best)
 3 K. moves

GAME PLAYED BETWEEN MR. HORWITZ AND AN AMATEUR, THE
FORMER GIVING PAWN AND THREE MOVES.

<i>Black (AMATEUR.)</i>	<i>White (MR. HORWITZ).</i>
1 P. to K. fourth	1
2 P. to Q. fourth	2
3 B. to Q. third	3 P. to K. third
4 P. to K. fifth	4 P. to K. Kt. third
5 P. to K. R. fourth	5 B. to K. Kt. second
6 P. to K. R. fifth	6 P. to Q. B. fourth
7 R. P. takes P.	7 P. to K. R. third
8 P. to Q. B. third	8 P. takes P.
9 P. takes P.	9 Kt. to Q. B. third
10 Kt. to K. B. third	10 P. to Q. fourth
11 Kt. to Q. B. third	11 P. to Q. R. third
12 P. to Q. Kt. third	12 K. Kt. to K. second
13 B. to K. third	13 Q. to Q. R. fourth
14 Q. to Q. second	14 B. to Q. second
15 R. to Q. B. square	15 Castles (Q. R.)
16 B. takes K. R. P.	16 Kt. to K. Kt. square
17 B. takes B.	17 R. takes R. (ch)
18 B. to K. B. square	18 K. to Kt. square
19 B. to K. B. sixth	19 R. to Q. B. square
20 P. to K. Kt. seventh	20 Kt. to Q. R. second
21 P. to K. Kt. fourth (a)	21 B. to Q. Kt. fourth (b)
22 Kt. to K. second	22 R. takes R.

And Black resigned.

(a) P. to Q. R. fourth would have prevented the fatal play of Bishop to Queen's Knight's fourth.

(b) The winning move.

CONSULTATION GAME PLAYED AT KLING'S CHESS ROOMS.

White.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 P. takes P.
- 5 Kt. to B. square
- 6 B. to Q. Kt. fifth (check)
- 7 Kt. takes P.
- 8 B. to K. second (b)
- 9 Kt. to Q. B. third
- 10 Kt. to Q. Kt. fifth
- 11 P. to Q. fourth
- 12 Kt. to K. Kt. fifth
- 13 P. to K. Kt. third
- 14 K. to K. Kt. square (d)
- 15 K. to Kt. second
- 16 Kt. takes B.
- 17 B. to K. B. fourth
- 18 B. to Q. sixth (e)
- 19 R. to K. B. square
- 20 B. to K. fifth
- 21 B. takes Kt.
- 22 B. to R. fifth
- 23 P. to Q. B. fourth (f)
- 24 P. to Q. R. third
- 25 P. takes P.
- 26 Q. to K. B. third (g)
- 27 B. to K. Kt. fourth (ch.)
- 28 Kt. to Q. B. seventh (ch.)
- 29 Q. takes P. (ch.)
- 30 B. to K. B. fifth (ch.) (i)
- 31 Kt. to K. sixth

Black.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to Q. fourth
- 4 Q. to R. fifth (ch.)
- 5 P. to K. B. sixth (a)
- 6 P. to Q. B. third
- 7 Q. to K. R. fourth
- 8 P. takes P. (c)
- 9 B. to K. third
- 10 Kt. to Q. B. third
- 11 Kt. to K. B. third
- 12 Q. to R. fifth
- 13 Q. to R. third
- 14 Q. to K. Kt. third
- 15 P. to K. R. third
- 16 P. takes Kt.
- 17 B. to K. second
- 18 K. to B. second
- 19 K. to K. square
- 20 K. to Q. second
- 21 P. takes B.
- 22 Q. to Kt. second
- 23 Kt. to Q. Kt. fifth
- 24 Kt. to Q. B. third
- 25 P. takes P.
- 26 P. to Q. R. third (h)
- 27 K. to K. square
- 28 K. to K. B. second
- 29 K. to Kt. third
- 30 K. to R. second

And Black resigned.

(a) The usual move is B. to Q. third

(b) White would at once have had the better game by checking with Q. at K. second, winning a Pawn next move.

(c) Better to have taken P. with Q. in order to keep the Pawns united.

(d) Why not K. to Kt. second at once.

(e) Made with the view of preventing Black from Castling.

(f) A telling move.

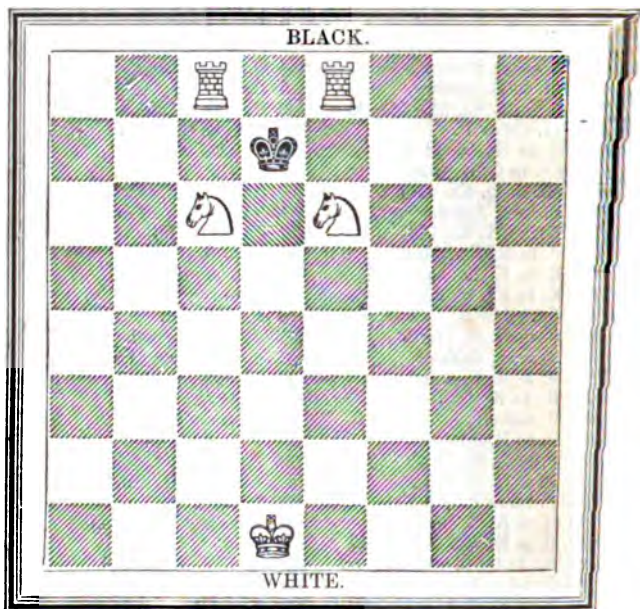
(g) The correct play.

(h) Had Black defended Pawn by playing Queen to Kt. square the following moves would probably have occurred :—

- | | |
|---------------------|------------------------|
| 26 | 26 Q. to K. Kt. square |
| 27 Q. to B. 4 | 27 Q. to K. Kt. square |
| 28 Q. to B. 5 (ch.) | |

And wins Pawn and Piece.

(i) White could have given mate in four moves.

PROBLEM XXX. (an old Position revised by HERR KLING.)

White can mate with either Rook in four moves, or in seven with either Knight.

SOLUTION OF PROBLEM No. XXIV.

- 1 B. to Q. Kt. fifth
- 2 Kt. to Q. sixth
- 3 K. to Q. Kt. third
- 4 R. mates

- 1½ P. takes B. (A)
- 2 P to K. Kt. fifth (best)
- 3 K. moves

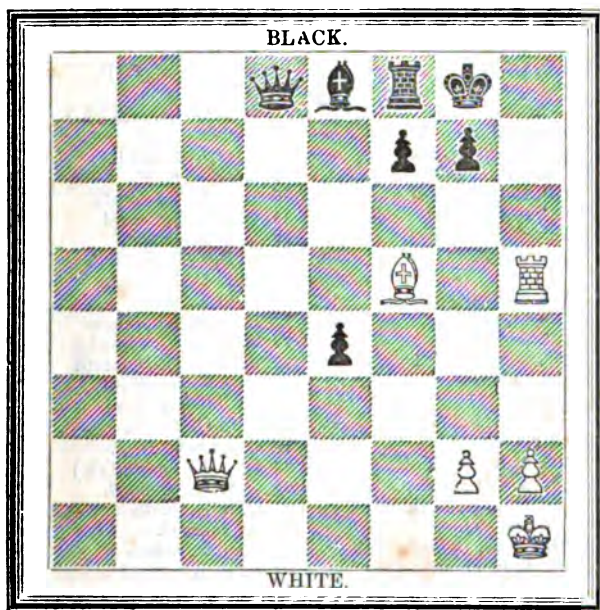
(A)

- 5 Kt. to Q. sixth (ch)
- 6 B. takes P.

- 4 K. to Q. Kt. second
- 5 K. moves

And mates next move.

PROBLEM XXXI.



White mates in four moves.

The above position occurred in actual play.

SOLUTION TO PROBLEM No. XXV.

White.

- 1 Kt. to Q. B. second
- 2 Q. to Q. fifth
- 3 Q. to Kt. second (ch)

Black.

- 1 K. to K. seventh (best)
- 2 K. moves
- 3 P. takes Q. Mate.

GAME PLAYED BETWEEN MESSRS. ANGAS AND NESHAM, THE
FORMER GIVING THE ODDS OF QUEEN'S KNIGHT.

White (Mr. A.)

- 1 P. to K. fourth
- 2 K. B. to Q. B. fourth
- 3 P. to Q. fourth
- 4 P. takes P.
- 5 Q. to K. B. third (a)
- 6 Q. takes B.
- 7 B. to Q. second
- 8 P. to Q. Kt. third
- 9 Kt. to K. second
- 10 B. to Q. B. third
- 11 P. to K. R. fourth (b)
- 12 K. R. to his third
- 13 R. to K. Kt. third
- 14 Kt. to K. B. fourth
- 15 Q. to K. third (ch)
- 16 Castles
- 17 R. takes Q. P.
- 18 Q. R. to Q. third
- 19 Q. to K. second
- 20 P. to Q. Kt. fourth
- 21 P. to Q. Kt. fifth
- 22 Kt. to Q. fifth
- 23 R. to K. R. third
- 24 B. to Q. second
- 25 K. R. to K. B. third
- 26 Q. takes Q.
- 27 Kt. to K. B. sixth (ch.)
- 28 B. to K. R. sixth (ch.)
- 29 Kt. takes R. (ch.)
- 30 B. to Kt. sixth (ch.)
- 31 R. to Q. eighth (ch.)
- 32 B. to K. B. sixth (ch.)
- 33 K. R. to K. B. square (d)
- 34 R. takes R.
- 35 B. to K. Kt. seventh

Black. (Mr. N.)

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 Kt. takes P.
- 4 Kt. takes K. B. P.
- 5 Q. to K. second
- 6 Q. to Q. Kt. fifth (ch.)
- 7 Q. takes K. B.
- 8 Q. to K. fifth (ch.)
- 9 Q. takes K. P.
- 10 Q. to K. Kt. fourth
- 11 Q. to K. Kt. third
- 12 P. to Q. fourth
- 13 Q. B. to K. Kt. fifth
- 14 Q. to Q. B. third
- 15 B. to K. third
- 16 R. to K. Kt. square
- 17 Q. Kt. to Q. second
- 18 K. B. to Q. B. fourth
- 19 P. to K. Kt. third
- 20 B. to Q. Kt. third
- 21 Q. to Q. B. fifth
- 22 Q. takes K. R. P.
- 23 Q. to Kt. fourth (ch.)
- 24 Q. to K. B. fourth
- 25 Q. to K. fourth
- 26 Kt. takes Q.
- 27 K. to B. square
- 28 K. to K. second
- 29 R. takes Kt.
- 30 K. to B. square
- 31 K. to Kt. second
- 32 K. to R. third (c)
- 33 K. to R. fourth
- 34 Kt. to Q. second

And White eventually won the game.

(a) Q. to her fifth would have been better play.

(b) It is essential to drive away the Queen in order to prevent Black's threatened move of B. to Q. B. fourth.

(c) All these moves are forced.

(d) The only correct move. This secures the clear gain of the Rook.

PROBLEM NO. XXXII.

For this little gem we are indebted to H. TURTON, Esq.



White to play and mate in three moves.

SOLUTION OF PROBLEM NO. XXVI.

White.

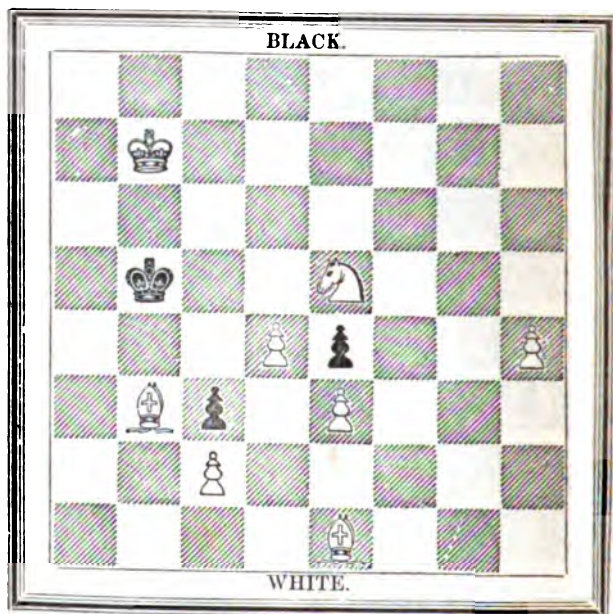
- 1 R. to Kt. eighth (dis. ch)
- 2 P. to B. sixth (ch)
- 3 R. to K. Kt. eighth (ch)
- 4 Q. takes R. (ch)
- 5 P. to K. fourth (ch)
- 6 Kt. takes Kt. (ch)

Black.

- 1 K. to Kt. second (best)
- 2 K. to Kt. third (best)
- 3 R. takes R. (best)
- 4 K. moves
- 5 K. moves

And Mates.

PROBLEM No. XXXIII. BY MR. W. GRIMSHAW (York).



White playing first to mate in five moves.

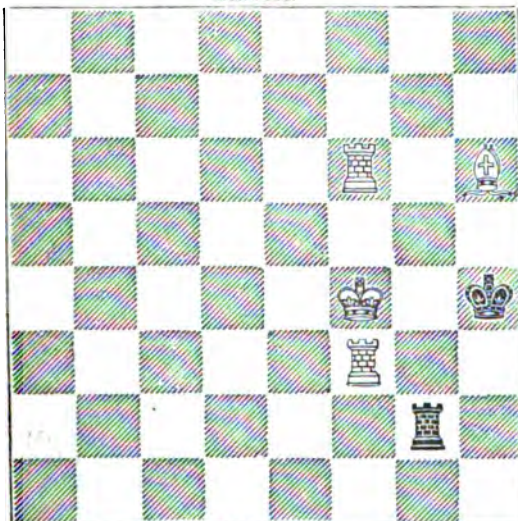
SOLUTION OF ENIGMA No. XIV.

White.
 1 Kt. to Q. third
 2 R. to K. R. sixth
 3 R. mates.

Black.
 1 K. takes P.
 2 K. to Q. fifth

PROBLEM No. XXXIV. BY MR. HORWITZ.

BLACK.



WHITE.

White mates in four moves.

SOLUTION OF ENIGMA No. XV.

White.

- 1 R. to Q. Kt. fifth (ch)
- 2 Kt. to Q. third
- 3 B. to Q. B. sixth
- 4 Kt. to Q. B. fifth
- 5 Kt. to Q. Kt. seventh

Black.

- 1 K. takes R.
- 2 K. to Q. R. fourth
- 3 P. to Q. fourth
- 4 P. to Q. sixth

Mates

GAME PLAYED BETWEEN MESSRS. F—— AND BODEN.

<i>White</i> (Mr.)	<i>Black</i> (Mr.)
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 P. to Q. third
3 P. to Q. fourth	3 P. takes P.
4 Kt. takes P.	4 P. to Q. fourth
5 P. takes P.	5 Q. takes P.
6 P. to Q. B. third (a)	6 Q. B. to Q. second
7 K. B. to K. second	7 Kt. to Q. B. third (b)
8 Castles	8 Kt. takes Kt.
9 Q. B. P. takes Kt.	9 Castles
10 B. to K. B. third	10 Q. to Q. R. fourth
11 Q. to Q. Kt. third	11 Q. to Q. Kt. third
12 Kt. to Q. second	12 B. to K. third
13 P. to Q. fifth	13 Q. takes Q.
14 R. P. takes Q.	14 B. takes Q. P.
15 B. takes B.	15 Q. R. takes B.
16 Q. R. takes R. P.	16 K. to Kt. square
17 R. to Q. R. fourth	17 K. B. to Q. B. fourth
18 Kt. to K. B. third	18 Kt. to K. B. third
19 Q. B. to K. B. fourth	19 K. R. to Q. square
20 K. R. to K. square	20 Q. R. to Q. eighth
21 K. to B. square	21 R. takes R.
22 K. takes R.	22 Kt. to Q. fourth (c)
23 B. to K. Kt. third	23 Kt. to Q. Kt. fifth
24 Kt. to K. fifth (d)	24 P. to K. B. third
25 Kt. to K. B. third	25 Kt. to Q. sixth (ch)
26 K. to K. second	26 Kt. to Q. B. eighth (ch)
27 K. to K. square	27 B. to Q. Kt. fifth (ch) (e)
28 R. takes B.	28 Kt. to Q. sixth (ch)

And wins.

(a) Had White played Kt. to Q. B. third, Black would have pinned it with K. B.

(b) He dare not take K. Kt. P. with Q, fearing Black's reply of K. B. to K. B. third

(c) This and the succeeding move are well played for preserving Black's advantage of position.

(d) An evident miscalculation.

(e) The winning move: Black must take the Bishop or be mated.

A DASHING MUKIO GAMBIT, PLAYED BETWEEN MR. GOODWIN AND MR. PARSONS.

<i>White</i> (Mr. GOODWIN)	<i>Black</i> (Mr. PARSONS)
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to K. Kt. fourth
4 B. to Q. B. fourth	4 P. to K. Kt. fifth

White (MR. GOODWIN.)

- 5 Castles
- 6 P. to Q. fourth
- 7 Q. takes P.
- 8 Kt. to Q. B. third (a)
- 9 Kt. to Q. fifth
- 10 P. to K. fifth
- 11 Q. to K. fourth (c)
- 12 P. takes Kt. (d)
- 13 K. to R. square
- 14 B. takes P. on Q. fifth
- 15 B. takes Q. Kt. P. (e)

Black (MR. PARSONS.)

- 5 Q. to K. second
- 6 P. takes Kt.
- 7 B. to R. third
- 8 Kt. to Q. B. third (b)
- 9 Q. to Q. third
- 10 Kt. takes K. P.
- 11 P. to Q. B. third
- 12 Q. to Q. B. fourth (ch)
- 13 P. takes Kt.
- 14 Kt. to K. second
- 15 Q. to Q. Kt. fourth

And White resigned.

- (a) Queen to K. R. fifth is the correct move.
 (b) This move ought to have cost Black the game: Pawn to Q. third was much safer play.
 (c) A weak move: R to K. square would have been better.
 (d) White ought to have taken K. B. P. with Kt.
 (e) A bad move, which loses a piece, and consequently the game.

GODOLPHIN. Our correspondent requests us to inform him what we consider to be the best play for Black in the following position:

White.

- K. at K. R. second
- Q. at K. Kt. third
- B. at K. B. seventh
- Kt. at K. fifth
- Ps. at Q. R. third
- K. Kt. second, and
- K. R. fifth

Black.

- K. at K. R. square
- Q. at Q. fifth
- R. at K. Kt. second
- B. at K. fifth
- Ps. at Q. R. second
- Q. B. fourth, and
- K. Kt. fifth

Black to move.

In reply, we desire to inform him that against the best play of White. Black has no effectual defence. For example:

White.

- 1
- 2 B. to K. Kt. sixth
- 3 Q. takes Q. (ch)
- 4 R. to K. square

Black.

- 1 R. to K. Kt. fourth (best)
- 2 Q. takes Kt. (a)
- 3 R. takes Q.

And White wins easily.

- (a) Were Black to play 2. R. takes Kt, White's reply would be 3. R. to Q. square.

TO CORRESPONDENTS.

The following is the result up to the present date of the match between Messrs. Harrwitz, and Williams :—

Harrwitz 4. Williams 2. Drawn 3.

* Mr. Harrwitz at present is suffering from indisposition, and under the advice of his medical attendant has left England for a visit to his native town, Hamburgh ; a few weeks will therefore elapse before the match is resumed.

GOBEMOUCHE.—We are much gratified at the friendly tone of your letter. We shall not relax in our endeavour to make the Chess Player worthy of the support of the friends of Caissa. Our opinion of the Chess notation to which you refer, coincides with your own. At present, however, it would be worse than useless to introduce it to our columns to the exclusion of the system now in use. It is much to be regretted, that the unhappy differences which rendered the Chess Tournament of 1851 so decided a failure, likewise prevented the attainment of the objects which led to the proposition of a General Congress of Chess Players in London, namely, the establishment of a universal system of notation, and the settlement of various points relating to the laws of Chess which are now in dispute

J. WATKINSON (Huddersfield).—We have to thank you for the information respecting the Chess-club in your locality. We wish the rest of our correspondents would respond to our call as readily as you have done.

M. P.—The active interest which you exhibit on behalf of the Chess Player, is highly gratifying to us. We shall certainly do all in our power to avoid the disgraceful personalities which have rendered the periodical to which you refer so notorious.

THE TWO KNIGHTS' DEFENCE.

We are indebted to Mr. Boden for the following Analysis of the "Two Knights'" defence, shewing Cozio's counter attack to be unsound.

WHITE.

- 1 K. P. two
- 2 K. Kt. to B. third
- 3 K. B. to Q. B. fourth
- 4 K. Kt. to its fifth
- 5 P. takes Q. P.
- 6 K. B. to Kt. fifth ch.
- 7 P. takes P.
- 8 Q. to K. B. third (best) *
- 9 K. B. to Q. R. fourth (best)

BLACK.

- 1 K. P. two
- 2 Q. Kt. to B. third
- 3 K. Kt. to B. third
- 4 Q. P. two
- 5 Q. Kt. to R. fourth
- 6 Q. B. P. one
- 7 P. takes P.
- 8 Q. to Q. Kt. third (best)
- 9 Q. B. to K. Kt. fifth (best)

If Black here play 9. K. R. P. one, you move K. Kt. to K. fourth, threatening Kt. takes K. Kt. ch., and if he play instead 9. K. B. to Q. B. 4. you reply 10. Q. Kt. to B. 3.

which enables you to move K. Kt. to K. fourth, having a perfect defence. Black must not therefore give you time to play out Q. Kt., which would be much stronger play for you than would Castling.

WHITE.

10. Q. to K. Kt. third (best)

BLACK.

10. K. R. P. one

This I think is Black's strongest move; for if he play 10. K. B. to Q. B. fourth or K. B. to Q. third you play out Q. Kt. to B. third, and are, I believe, secure. To Castle, here, or play Q. P. one, instead of deploying, Q. Kt., would be weak and dangerous for you; and it is to be remarked also, that if Black play 10. K. B. to Q. B. fourth, you must not take K. P. ch., with Q., for that would lose you the game.

WHITE.

11. K. Kt. to B. third

I do not think you are now called upon to put the Kt. out of play by moving him to R. third. Were you at this juncture to play 11. Q. takes K. P. your game would be lost at once,

* I have been told by several fine players that this move, given as best in the books, is unsound, and that Black will now obtain the better game. By analysis, however, I have convinced myself to the contrary.

as Black would reply K. to Q. second. Such pitfalls as ~~this~~ demand the utmost skill and care on the first player's side ~~in~~ this *debut*.

BLACK.

| 11. K. P. one

This is Black's most attacking play, but it is not really so formidable as it appears, on account of his K. B. being at home.

If instead of the above move he play 11. K. B. to Q. third ^{your} reply would be 12. K. R. P. one, with the advantage of position; and if 11. K. B. to Q. B. fourth 12. Kt. takes K. P., or 12. Q. Kt. to B. third securely; also if 11. Q. B. takes Kt.

12. Kt. P. takes B.

WHITE.

12. K. Kt. to K. fifth

I find that it will not answer now to play this Kt. to K. R. fourth; and to check with 12. Q. to K. fifth would be

worse than useless, for Black's answer would be 13. K. B. to K. 2 (not 13 K. to Q. 2, for then you might reply 14. Q. to Q. 4, ch.,

to change Queens, and win by being P. *plus*), and if you were then to move K. Kt. to Q. fourth, Black's answer would be Castle K. R., and I find the chances will run much in his favour. By K. Kt. to K. fifth, you threaten to take off his Q. B. The strength of Black's game has lain in the weakness of your K. Kt. at its fifth; but this is balanced by his Q. B. being afterwards found in a similarly weak position.

BLACK.

| 12. K. B. to Q. third (best)

You have now the choice of two moves, viz. 13 K. R. P. one, and 13 Q. to Q. B. third. I propose to examine first the effect of the latter move: if Black in reply to it Castle Q. R., you may play 15 Kt., takes Q. B. P., having a winning position; for if in reply to his 13 Castles Q. R. you were to

take K. B. P. with Kt., attempting to win the exchange, you would lose the game, as the following beautiful train of

play shows: 13. Q. to Q. B. third 14. Kt. takes K. B. P.
Castles Q. R. K. B. to Q. Kt. fifth
 15. Q. to K. Kt. third and Black wins—(if 15. Q. to K. third
Q. to Q. R. third K. B. to B. fourth
 16. Q. to K. Kt. third 17. K B. P. takes P (a)
K. P. one
 [if 17. Castles 18. K. to R. square (b)
P. takes K. B. P. ch. Q. B. to K. seventh
 And wins.] 17. K. B. takes P. 18. Kt. takes Q. R.
 [if 18. Q. takes K. B. 19. P. takes Q.
Q. takes Q. ch. 19. R. to Q. eighth, ch.
 20. K. to B. second mate;] 18. K. B. to K. B. fifth
Kt. to K. fifth K. to B. square
 19. Q. takes K. B. 20. B. to K. seventh ch.
R. to K. square ch.
 21. K. to K. square and wins.
B. to Q. sixth

WHITE.

13. Q. to Q. B. third

Black may here reply 13. Castle K. R. and if then 14. Kt. takes Q. B. P.
Q. P. one Q. to Q. R. third
 and whether you play 15. Kt. to Q. fourth, Black
 will obtain the advantage, as perhaps he does also by replying
 to 13. Q. to Q. B. third Black may also play
K. B. to Q. Kt. fifth.

13. Q. R. to Q. B. square and on account of your Q. P.

(a) Against 17. K. B. P. one, also he acquires an attack

too strong to be withstood; e. g., 17. P. takes Q. P. ch.

18. Q. Kt. takes P. (best) 19. K. to Q. square (best), and I think
K. R. to K. square ch. Q. R. to Q. fifth

his position gives him a decided advantage.

(b) If here 18. R. takes P.
K. R. to K. square and wins.

being unmoved, and the force of his K. P. at K. fifth, your game is very weak and cramped. By 13 Q. to Q. B. third the chances are thrown greatly in his favour, even if you should be able theoretically to defend your game. Therefore, let us try—

WHITE.

13 K. R. P. one (best) |

If Black now move Q. B., you may take K. Kt. P. with Q., and have sufficient advantage to give you the game. And if now

13 K. B. takes Kt. 14 Q. takes K. B. (ch.)
Q. B. to K. third

15 K. B. to Kt. third, and he has no equivalent for his lost Pawn. Therefore suppose—

BLACK.

| 13 Q. to Q. B. second

(for if 13 Q. to Q. fifth; then 14 Kt. takes Q. B. P.
Q. takes K. B.

15 Q. takes K. B. 16 P. takes Q. B., and you have the
Kt. takes Kt. better game)

WHITE.

14 P. takes Q. B.

15 Q. to K. R. third

BLACK.

| 14 K. B. takes K. Kt.

And now, although Black has still much liberty and many resources at command, you hold the P., and he cannot prevent you from developing your forces in safety.

[We are requested by Mr. Boden to state that the foregoing Analysis was completed by him some time back, and that, as it was not at the time intended for publication, and made entirely without the assistance of any other player, it is possible that some errors or oversights may exist in it; we believe, however, that it will be found in the main, correct.]

GAME PLAYED BETWEEN MR. HORWITZ AND AN AMATEUR,
THE FORMER GIVING K. KT.

Black.—MR. H.

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 P. to Q. Kt. fourth
- 4 P. to Q. B. third
- 5 P. to Q. fourth
- 6 B. takes P. (check)
- 7 Q. to R. fifth (check)
- 8 Q. to Q. fifth (check)
- 9 R. takes B.
- 10 Q. takes P. (check)
- 11 P. to K. fifth
- 12 B. to Kt. second
- 13 B. takes Q.
- 14 Castles.
- 15 P. to K. B. fourth
- 16 R. to Q square
- 17 Kt. to R. third
- 18 P. to K. Kt. fourth
- 19 P. to K. sixth (dis ch.)
- 20 P. to K. Kt. fifth (b)
- 21 P. takes Kt. (check)
- 22 R. takes B.
- 23 P. to K. seventh (check)
- 24 P. takes R. (Queens)
- 25 Kt. to Kt. fifth
- 26 Kt. takes P.
- 27 B. to K. fifth
- 28 B. takes Q. P.
- 29 B. to K. fifth (check)
- 30 B. to K. B. sixth (check)
- 31 R. takes R.

White.—AMATEUR.

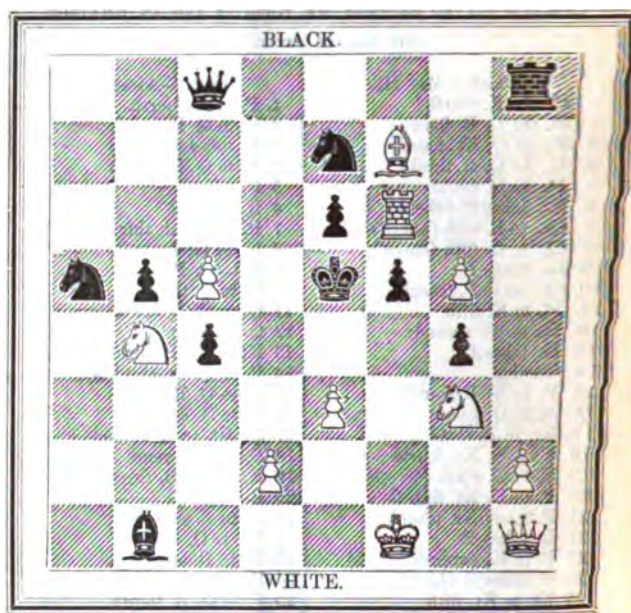
- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 B. takes Kt. P.
- 4 B. to Q. B. fourth
- 5 P. takes P.
- 6 K. takes B.
- 7 P. to K. Kt. third.
- 8 K. to Kt. second
- 9 P. takes P.
- 10 Q. to B. third
- 11 Q. to Q. B. third
- 12 Q. takes Q.
- 13 Kt. to Q. B. third.
- 14 P. to Q. Kt. third (a)
- 15 B. to Q. R. third
- 16 R. to Q. square
- 17 Q. Kt. to K. second
- 18 B. to K. seventh
- 19 Kt. to K. B. third
- 20 B. takes R.
- 21 K. to B. square
- 22 Kt. to Q. B. third
- 23 K. to B. second
- 24 R. takes Q.
- 25 P. to Q. R. fourth
- 26 P. to Q. third
- 27 R. to Q. second
- 28 K. takes P.
- 29 K. to K. second
- 30 K. takes B.

And White resigns.

(a) Knight to Q square would at once have decided the game in White's favour.

(b) White's game is now hopeless.

PROBLEM No. XXXV., BY A. KEMPE, Esq. (University College.)



White to Mate in four moves.

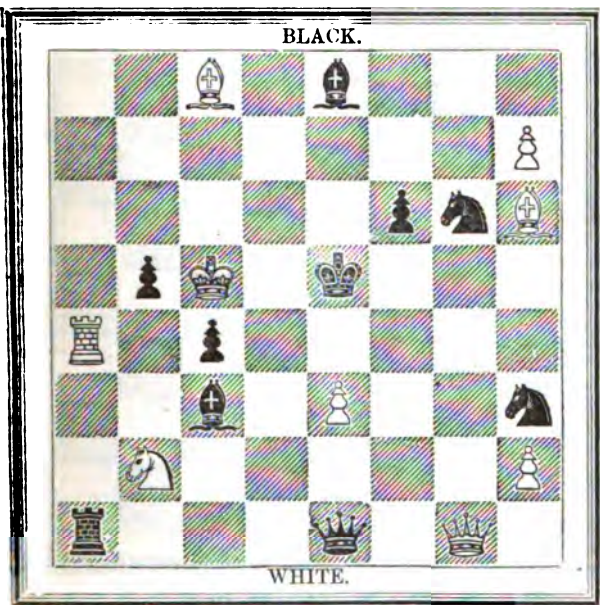
SOLUTION OF CHESS STUDY No. XXXIX.

- | | |
|-----------------------------|--------------------------|
| 1 R. to K. R. fifth | 1 B. to K. B. fifth |
| 2 R. to Q. fifth | 2 B. to K. Kt. sixth (a) |
| 3 R. to Q. R. fifth (check) | 3 K. moves |
| 4 B. to K. Kt. fifth | |

And wins.

(a) Were Black to play B. to Q. Kt. square, White would Mate in five moves.

PROBLEM No. XXXVI. BY AN AMATEUR.



White to move, and Checkmate in five moves.

SOLUTION OF CHESS STUDY No. XL.

- | | |
|---|---|
| <p>1 Q. to K. fifth (a)</p> <p>2 K. to Q. B. eighth</p> | <p>1 R. to Q. Kt. second (check)</p> |
|---|---|

And Mates in two moves.

(a) It is not probable that a move of this kind would occur to the mind of a young player, it is much more likely that he would begin by checking with his Q. at K. Kt. second.

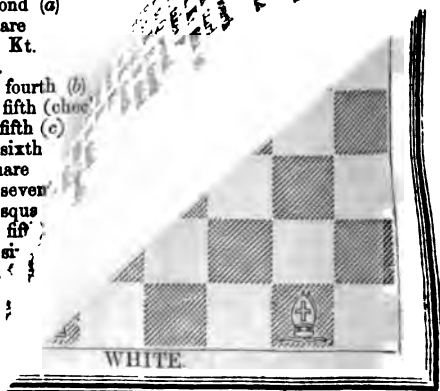
A WELL CONTESTED GAME PLAYED BETWEEN MESSRS. P. AND DREW, THE FORMER GIVING THE ODDS OF
AND MOVE.

White.—Mr. Drew.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 P. to Q. fourth
- 4 Kt. to K. B. third
- 5 Kt. takes P.
- 6 B. to K. third
- 7 B. to Q. B. fourth
- 8 B. to Q. Kt. third
- 9 P. to Q. B. third
- 10 Q. to Q. second (a)
- 11 B. to Q. square
- 12 Kt. takes Q. Kt.
- 13 Q. takes Kt.
- 14 P. to Q. Kt. fourth (b)
- 15 B. to K. R. fifth (choc)
- 16 P. to K. B. fifth (c)
- 17 P. to K. B. sixth
- 18 K. to Q. square
- 19 P. to K. B. seventh
- 20 R. to K. B. square
- 21 P. to Q. Kt. fifth
- 22 R. to K. B. sixth
- 23 Q. to Q. Kt. fourth
- 24 K. takes B.
- 25 R. takes R.
- 26 Kt. to Q.
- 27 K. to Q.
- 28 Kt. to J
- 29 R. to J
- 30 Kt. t
- 31 K. †
- 32 K.
- 33 K
- 34 J

Black.—

- 1 P. to K.
- 2 Kt. to
- 3 P.
- 4 P.
- 5 B.
- 6
- 7



White mates in three moves.

SOLUTION TO CHESS STUDY, No. XLIII.

- 1 B. to Q. B. square (a)
- 2 B. to Q. R. third

1. P. to Q. R. seventh

And draws.

(a) The only move to draw, compelling Black to push Pawn to Rook's seventh.

THE PLAYERS.

DRUMMER. **A. AND DYMON.**

WHITE.— Mr. D.
E. fourth
P. fifth (check)
R. fourth
second

Kt.
and
fourth
third



WHITE.

- 8 P. takes P.

And Mates in two moves.

**A WELL CONTESTED GAME PLAYED BETWEEN MESSRS. LOWENTHAL
AND DREW, THE FORMER GIVING THE ODDS OF K. B. PAWN
AND MOVE.**

<i>White.</i> —Mr. Drew.	<i>Black.</i> —Mr. Lowenthal.
1 P. to K. fourth	1 P. to K. third
2 P. to K. B. fourth	2 Kt. to K. R. third
3 P. to Q. fourth	3 P. to Q. B. fourth
4 Kt. to K. B. third	4 P. takes P.
5 Kt. takes P.	5 Kt. to Q. B. third
6 B. to K. third	6 Kt. to K. B. second
7 B. to Q. B. fourth	7 Q. to Q. Kt. third
8 B. to Q. Kt. third	8 B. to Q. B. fourth
9 P. to Q. B. third	9 P. to Q. R. fourth
10 Q. to Q. second (a)	10 P. to Q. R. fifth
11 B. to Q. square	11 Kt. to Q. third
12 Kt. takes Q. Kt.	12 B. takes B.
13 Q. takes Kt.	13 Q. Kt. P. takes Kt.
14 P. to Q. Kt. fourth (b)	14 B. to Q. B. eighth
15 B. to K. R. fifth (check)	15 P. to K. Kt. third
16 P. to K. B. fifth (c)	16 P. takes B.
17 P. to K. B. sixth	17 Q. to K. sixth (check)
18 K. to Q. square	18 K. to Q. square
19 P. to K. B. seventh	19 Q. to K. R. third
20 R. to K. B. square	20 R. to K. B. square
21 P. to Q. Kt. fifth (d)	21 P. takes P.
22 R. to K. B. sixth	22 R. to Q. R. third (e)
23 Q. to Q. Kt. fourth	23 Q. to K. Kt. second
24 K. takes B.	24 R. takes P.
25 R. takes R.	25 Q. takes R.
26 Kt. to Q. second	26 Q. to K. B. fifth
27 K. to Q. B. second	27 R. to Q. third
28 Kt. to K. B. third	28 B. to Q. Kt. second
29 R. to K. square	29 K. to Q. B. second
30 Kt. to Q. fourth	30 B. takes P. (check)
31 K. to Q. Kt. second	31 Q. to Q. seventh (check)
32 K. to R. third	32 Q. takes R.
33 Kt. takes Kt. P. (check)	33 K. to Q. B. third
34 Kt. to Q. R. seventh (check)	

And draws.

(a) A necessary move to enable White to retire Bishop to Q. square, as well as to defend his Q. Kt. P.

(b) Defending and attacking at the same time.

(c) Beautifully played.

(d) Again White plays with great skill.

(e) Had Black played Q. at once, to K. Kt. second, White would have taken K. P. and won easily.

GAME PLAYED BETWEEN MESSRS. A. AND DYSON.

Black.—Mr. A.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 K. to B. square
- 5 Kt. to Q. B. third
- 6 P. to Q. fourth.
- 7 Kt. to K. B. third
- 8 P. to K. R. fourth
- 9 P. to K. fifth
- 10 P. takes Q. P.
- 11 Kt. to Q. Kt. fifth
- 12 B. to K. second
- 13 Kt. to Q. B. third
- 14 P. to Q. fifth
- 15 Kt. takes Kt. (check)
- 16 K. to B. second
- 17 Kt. takes B.
- 18 Q. to Q. third
- 19 K. to Kt. square
- 20 R. to K. R. second (b)
- 21 Q. takes Q.
- 22 K. to B. square
- 23 K. to K. square
- 24 K. takes Kt.
- 25 K. to Q. third
- 26 P. takes P.
- 27 R. to R. seventh (check)
- 28 R. takes R. (check)
- 29 B. to Q. second
- 30 R. to K. square (check)
- 31 B. to Q. B. third
- 32 B. takes B.
- 33 R. takes R.
- 34 P. to Q. B. fourth
- 35 P. to Q. Kt. fourth
- 36 K. to K. second
- 37 P. to Q. B. fifth
- 38 P. to Q. R. fourth
- 39 P. to Q. sixth (check)
- 40 P. takes P.
- 41 K. to B. square.
- 42 K. to Kt. square

White.—Mr. D.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Q. to K. R. fifth (check)
- 4 P. to K. Kt. fourth
- 5 P. to K. Kt. second
- 6 P. to Q. third
- 7 Q. to K. R. fourth
- 8 P. to K. R. third
- 9 B. to K. Kt. fifth (a)
- 10 B. P. takes P.
- 11 K. to Q. second
- 12 P. to K. B. fourth
- 13 Kt. to Q. B. third
- 14 Kt. to K. fourth
- 15 B. takes Kt.
- 16 B. takes B.
- 17 Kt. to K. B. third
- 18 Kt. to K. fifth (check)
- 19 P. to Q. R. third
- 20 Q. takes Kt. (c)
- 21 B. to Q. fifth (check)
- 22 Kt. to K. Kt. sixth (check)
- 23 Kt. takes Q.
- 24 K. R. to K. square (check)
- 25 B. to K. B. third
- 26 P. takes P.
- 27 R. to K. second
- 28 K. takes R.
- 29 R. to K. square
- 30 B. to K. fourth
- 31 K. to Q. second
- 32 R. takes B.
- 33 P. takes R.
- 34 P. to K. Kt. fifth
- 35 P. to K. Kt. sixth
- 36 P. to K. fifth
- 37 K. to Q. B. second
- 38 P. to Q. Kt. fourth
- 39 K. to Q. second
- 40 P. takes P.
- 41 P. to K. B. sixth
- 42 P. to K. sixth

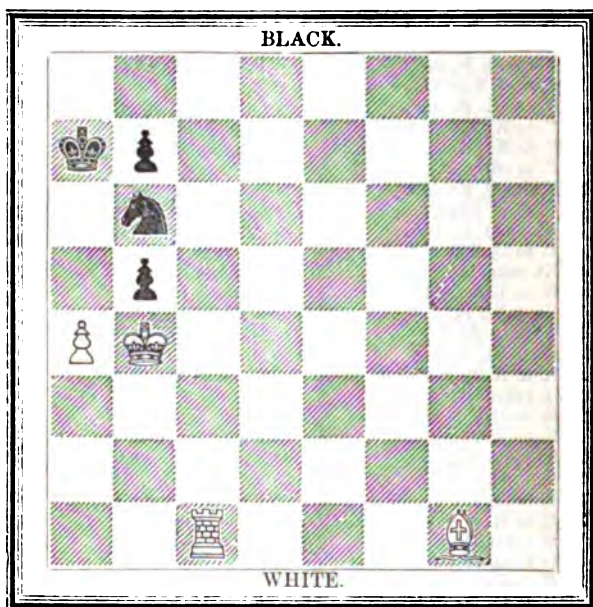
And wins.

(a) The correct move.

(b) Had Black taken P. with Rook P. Q. would have taken R. (check) and then given double check with Knight.

(c) Well played.

PROBLEM No. XXXIX. (by Mr. Taunton.)



White mates in three moves.

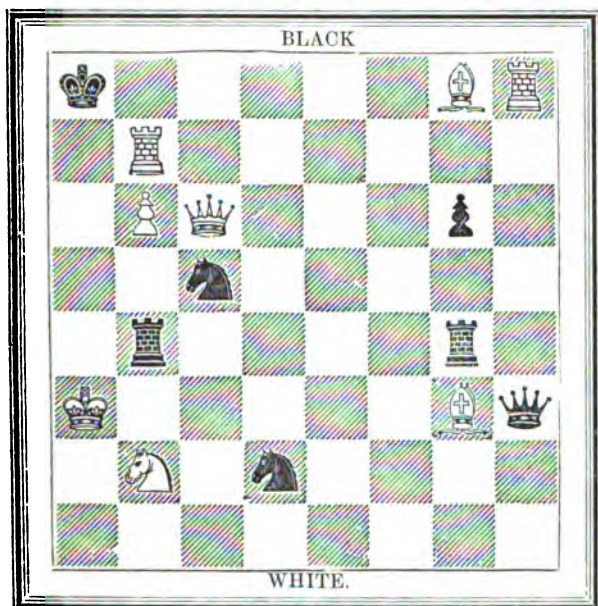
SOLUTION TO CHESS STUDY, No. XLIII.

- | | |
|--------------------------|------------------------|
| 1 B. to Q. B. square (a) | 1. P. to Q. R. seventh |
| 2 B. to Q. R. third | |

And draws.

(a) The only move to draw, compelling Black to push Pawn to Rook's seventh.

PROBLEM No. XL. (by H. Turton, Esq.)



White playing first compels Black to checkmate him in four moves.

SOLUTION TO CHESS STUDY No. XLIV.

- | | |
|-------------------------------|-----------------------------|
| 1 K. to Q. B. seventh | 1 Kt. to K. R. third |
| 2 R. to Q. R. eighth (check) | 2 Kt. covers |
| 3 K. to Q. eighth | 3 Kt. moves |
| 4 K. to K. seventh (dis. ch.) | 4 Kt. to Kt. square (check) |
| 5 K. to K. B. eighth | 5 Kt. to K. R. third (best) |
| 6 R. to Q. R. square | 6 Kt. to K. Kt. square |
| 7 R. to K. R. square (check) | 7 Kt. to K. R. third; |
| 8 R. takes Kt. (check) | 8 P. takes P. |

And Mates in two moves.

GAME PLAYED BETWEEN R. B. BROWN ESQ. AND HERR LÖWE,
THE LATTER PLAYER GIVING THE ODDS OF K. B. P. AND
TWO MOVES.

White.—Mr. Brian.

- 1 P. to K fourth
- 2 P. to Q. fourth
- 3 Q. Kt. to B. third
- 4 P. takes P.
- 5 P. to K. B. fourth
- 6 B. to B. fourth
- 7 Q. to Q. fourth
- 8 P. to Q. R. fourth
- 9 Q. to Q. third (a)
- 10 Q. B. to Q. second
- 11 P. to K. fifth
- 12 Q. Kt. to K. fourth
- 13 P. takes P. (*en pas.*)
- 14 Castles.
- 15 R. to K. square
- 16 Q. to Q. Kt. third
- 17 Kt. to R. third
- 18 P. takes B.
- 19 B. to K. third
- 20 B. takes Kt.
- 21 R. to K. second
- 22 P. to Q. B. third

Black.—Herr Löwe.

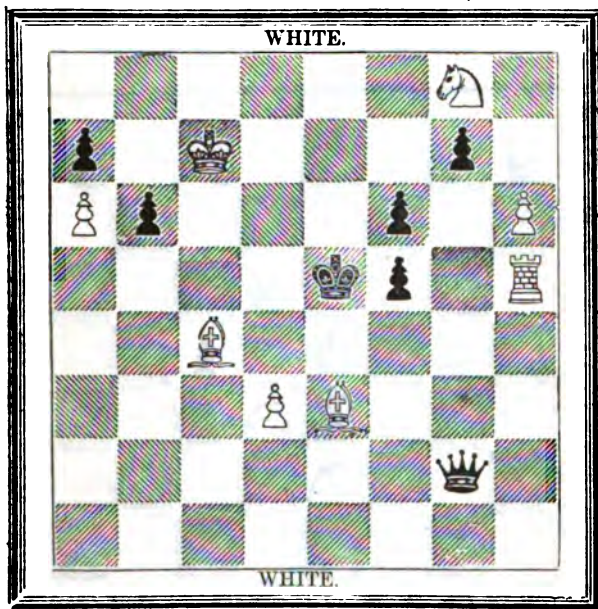
- 1
- 2 Q. Kt. to B. third
- 3 P. to K. fourth
- 4 Kt. takes P.
- 5 Q. Kt. to B. second
- 6 K. Kt. to R. third
- 7 P. to Q. B. third
- 8 Q. to B. third
- 9 B. to B fourth
- 10 K. Kt. to Kt. fifth
- 11 Q. to K. second
- 12 P. to Q. fourth (b)
- 13 Q. Kt. takes P.
- 14 Kt. takes Kt.
- 15 K. Kt. to B. seventh
- 16 Kt. takes R.
- 17 B. takes Kt.
- 18 K. Kt. to B. seventh
- 19 Castles, Q. R.
- 20 B. takes B.
- 21 Q. to Q. third
- 22 Q. takes K. B. P. (check)

And Wins.

(a) Q. takes Q. would have been more advisable.

(b) Well played. Black gains through this move a strong attack and a piece.

PROBLEM NO. XLI. BY FRED. R. (of B.)



White to move and Mate in six moves.

SOLUTION TO CHESS STUDY NO. XLV.

- 1 Kt. to B. square
- 2 Kt. to Q. third
- 3 K. to R. fifth
- 4 K. to Kt. fourth
- 5 K. to Kt. fifth
- 6 K. to B. fourth
- 7 K. to B. fifth
- 8 K. to Q. fifth
- 9 K. to K. sixth
- 10 K. to Q. seventh

And wins

A

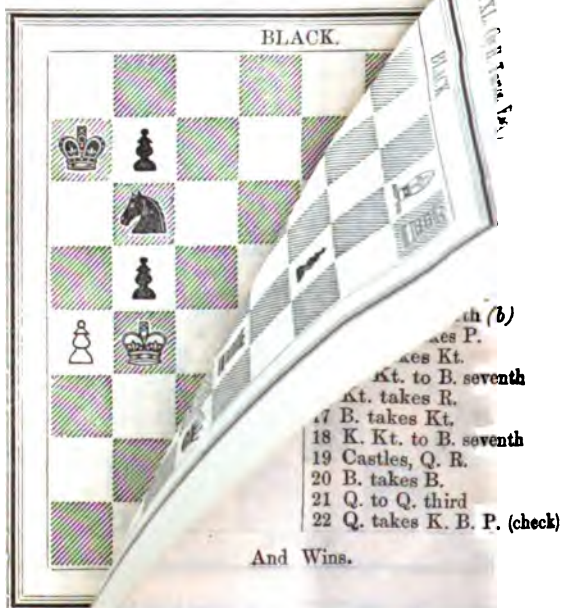
- 7 K. to Q. fifth
- 8 K. to K sixth
- 9 Kt. to B. square
- 10 K. to Q. B. seventh

And wins.

- 1 K. moves
- 2 K. to R. square
- 3 K. to Kt. square
- 4 K. to B. square
- 5 K. to Kt. square (best)
- 6 K. to R. second (or A)
- 7 K. to Kt. square
- 8 K. to R. second
- 9 K. to Kt. third

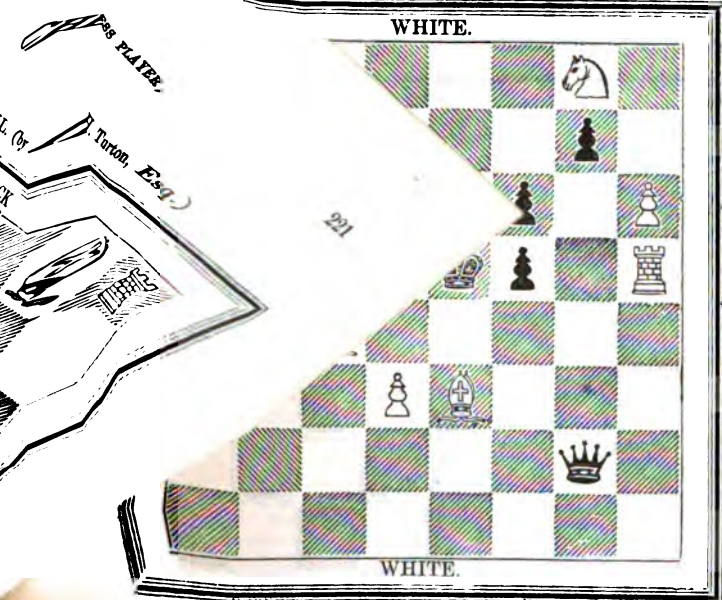
- 6 K. to B. square
- 7 K. to Q. square
- 8 K. to K. square
- 9 K. to Q. square

PROBLEM No. XXXIX. (by Mr. Taunton)



- (a) Q. takes Q. would have been more advisable.
- (b) Well played. Black gains through this move a strong attack and a piece.

PROBLEM No. XLI. BY FRED. R. (of B.)



White to move and Mate in six moves.

SOLUTION TO CHESS STUDY No. XLV.

- 1 Kt. to B. square
- 2 Kt. to Q. third
- 3 K. to R. fifth
- 4 K. to Kt. fourth
- 5 K. to Kt. fifth
- 6 K. to B. fourth
- 7 K. to B. fifth
- 8 K. to Q. fifth
- 9 K. to K. sixth
- 10 K. to Q. seventh

- 1 K. moves
- 2 K. to R. square
- 3 K. to Kt. square
- 4 K. to B. square
- 5 K. to Kt. square (best)
- 6 K. to R. second (or A)
- 7 K. to Kt. square
- 8 K. to R. second
- 9 K. to Kt. third

And wins

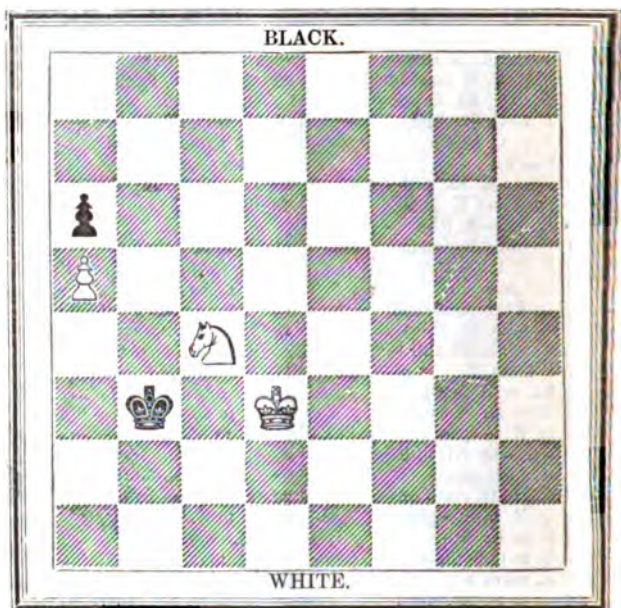
A

- 7 K. to Q. fifth
- 8 K. to K. sixth
- 9 Kt. to B. square
- 10 K. to Q. B. seventh

- 6 K. to B. square
- 7 K. to Q. square
- 8 K. to K. square
- 9 K. to Q. square

And wins.

CHESS STUDY No. XLVII. BY KLING AND HORWITZ.



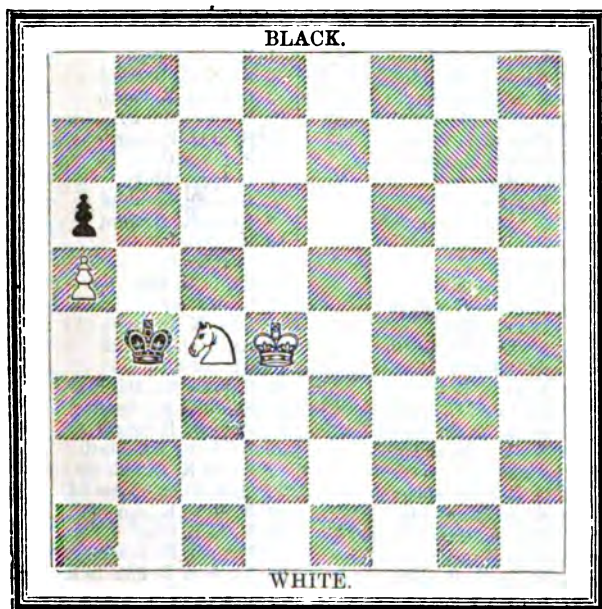
White to move and win.

[FRED. R. (OF B.) SOLUTION OF PROBLEM No. 27.]

- | | |
|-------------------------------|---------------------------|
| 1 B. to K. R. third | 1 K. to Q. R. square |
| 2 B. to Q. B. eighth | 2 K. to Q. R. second |
| 3 Kt. to Q. B. third | 3 K. to Q. R. square |
| 4 B. checks | 4 K. to Q. R. second |
| 5 R. to K. B. fourth | 5 P. to Q. B. fifth |
| 6 B. to K. third (check) | 6 P. interposes |
| 7 Kt. to Q. Kt. fifth (check) | 7 P. takes Kt. |
| 8 P. to Q. Kt. fourth | 8 P. to B. sixth (best) |
| 9 R. to K. B. square | 9 P. to B. seventh (best) |
| 10 R. to Q. B. square | 10 P. takes R. |
| 11 P. to Q. Kt. fifth | |

And Mates next move.

CHESS STUDY No. XLVIII. BY KLING AND HORWITZ.



White can only draw.

SOLUTION OF PROBLEM No. XXVIII.

- 1 B. to Q. B. fourth (check)
- 2 R. to Q. R. third (check)
- 3 R. to Q. Kt. fifth (check)
- 4 Q. takes R. P. (check), and Q. mates.

GAME PLAYED BETWEEN MR. HILLELL AND MR. W—.

EVANS'S GAMBIT.

White.—MR. H.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 Castles.
- 8 P. takes P.
- 9 B. to Q. Kt. second
- 10 P. to K. fifth
- 11 P. takes P.
- 12 R. takes Q.
- 13 R. to K. B. square
- 14 B. to Q. fifth
- 15 Kt. to K. R. fourth
- 16 Kt. takes B.
- 17 K. to Q. R. third
- 18 Kt. to K. R. sixth (check)
- 19 Kt. to K. Kt. fourth
- 20 K. R. to K. square
- 21 Kt. to K. B. sixth
- 22 Q. R. to Q. square
- 23 Kt. to Q. seventh
- 24 P. to K. sixth (dis. check)
- 25 P. to K. seventh
- 26 Kt. to K. B. sixth
- 27 Kt. takes B.
- 28 B. to K. B. sixth
- 29 B. to K. R. fourth
- 30 B. to K. Kt. third
- 31 P. to K. R. fourth
- 32 P. takes P.
- 33 Kt. to Q. B. fourth
- 34 R. to K. fifth (check)
- 35 B. takes P.
- 36 B. takes Kt.
- 37 K. R. to K. square
- 38 R. to Q. second
- 39 Kt. takes B.
- 40 P. to K. B. third
- 41 R. to K. fourth
- 42 K. to B. second
- 43 K. to Kt. third

Black.—MR. W.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes Kt. P.
- 5 B. to Q. R. fourth
- 6 P. takes P.
- 7 P. to Q. third
- 8 B. to Q. Kt. third
- 9 Kt. to K. B. third
- 10 P. takes P.
- 11 Q. takes Q.
- 12 Kt. to K. fifth
- 13 Castles (a)
- 14 B. to K. B. fourth (b)
- 15 Kt. to Q. Kt. fifth
- 16 Kt. takes B.
- 17 P. to K. Kt. third
- 18 K. to K. Kt. fourth
- 19 P. to K. R. fourth
- 20 Kt. to K. Kt. fourth
- 21 Kt. to K. B. fifth (c)
- 22 Q. R. to Q. square (d)
- 23 K. R. to K. square
- 24 K. to R. third
- 25 R. to Q. B. square
- 26 Kt. from B. fifth to K. third
- 27 R. takes Kt.
- 28 Kt. to K. R. second
- 29 P. to K. Kt. fourth
- 30 R. takes P.
- 31 Kt. to K. B. third
- 32 K. takes P.
- 33 P. to K. R. fifth (e)
- 34 K. to K. Kt. fifth
- 35 R. to K. square
- 36 K. takes B.
- 37 R. to K. Kt. square
- 38 R. to K. Kt. fifth
- 39 R. P. takes Kt.
- 40 R. to Q. B. fifth
- 41 R. to B. eighth (check)
- 42 R. to Q. Kt. eighth
- 43 R. to Q. Kt. fourth

White.—Mr. H.

- 44 P. to B. fourth
- 45 K. to Kt. fourth
- 46 R. to K. fifth
- 47 P. to K. Kt. third
- 48 R. to Q. seventh
- 49 R. takes R.
- 50 P. to B. fifth
- 51 R. takes Q. B. P.
- 52 R. takes Kt. P.
- 53 K. to B. third
- 54 R. to Q. B. seventh
- 55 K. to K. fourth
- 56 R. to Q. R. seventh

Black.—Mr. W.

- 44 R. to Q. R. fourth
- 45 K. to Kt. third
- 46 R. to Q. B. fifth
- 47 K. to B. third
- 48 R. to Q. R. fourth (f)
- 49 P. takes R.
- 50 Kt. to K. Kt. second
- 51 Kt. takes P.
- 52 Kt. to K. sixth (check)
- 53 Kt. to Q. B. fifth
- 54 Kt. to K. fourth (check)
- 55 P. to Q. R. fifth

And Wins.

- (a) B. to K. third would have been better play.
- (b) Well played. White gains nothing by his subsequent move of Kt. to K. R. fourth.
- (c) Why not take Kt. with Kt.
- (d) Better to have played Kt. from B. fifth to K. third.
- (e) A bad move, which loses the Pawn.
- (f) Had Black taken Q. R. P. White would have checked on K. B. fifth—regained his P. and obtained a position almost immediately fatal to Black.

GAME PLAYED BETWEEN MR. K— AND AN INFERIOR
PLAYER, AT KLING'S CHESS ROOMS.

Black.—Mr.

- 1 P. to K. fourth.
- 2 P. to K. B. fourth.
- 3 B. to K. B. fourth.
- 4 P. to K. R. fourth.

White.—Mr.

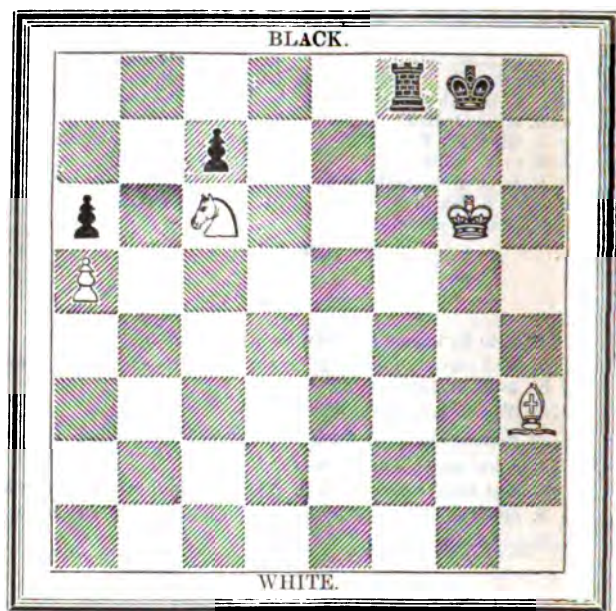
- 1 P. to K. fourth.
- 2 P. takes P.
- 3 P. to K. Kt. fourth.
- 4 P. to K. B. third.

and Black mates in five moves.

We give the above game simply as an instructive example for our juvenile subscribers. We leave it to their ingenuity to discover what answer White should have made to Black's fourth move.

E 1. 36. 5. II 36. 5. Fy III E 2. 3. 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100.

CHESS STUDY NO. XLIX. BY KLING AND HORWITZ.

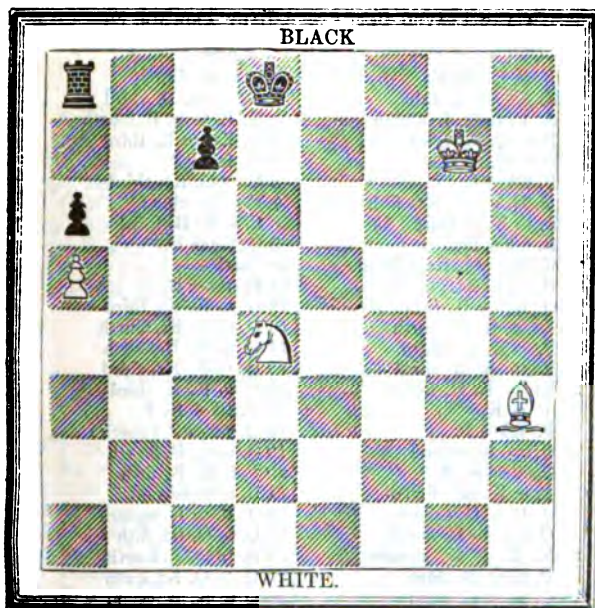


White to move and win.

SOLUTION OF PROBLEM NO. XXIX.

- | | |
|------------------------|-------------------------|
| 1 Kt. to K. R. seventh | 1 K. moves |
| 2 Kt. to Q. B. fourth | 2 K. to Q. fifth (best) |
| 3 Kt. to Q. R. fifth. | 3 K. moves |
| 4 Kt. to Q. Kt. third | 4 K. moves |
| 5 K. to Q. fifth | 5 P. moves |
| 6 Kt. mates. | |

CHESS STUDY NO. L. BY KLING AND HORWITZ.



White to move and win.

SOLUTION OF PROBLEM No. XXX.

Solution I.

- 1 Kt. to K. B. fourth
- 2 Kt. to Q. fourth
- 3 Kt. to K. Kt. sixth
- 4 B. mates.

Solution II.

- 1 Kt. to K. B. fourth
- 2 Kt. to Q. fourth
- 3 Kt. from Q. 4th. to K. 6th.
- 4 Kt. to K. Kt. seventh
- 5 Kt. to K. Kt. sixth

And Mates in two moves.

GAME PLAYED BETWEEN A LADY AND MR. F——

Black.—Miss ——

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 K. B. to Q. B. fourth
- 4 P. to Q. B. third
- 5 P. to Q. fourth.
- 6 P. takes P. (*a*)
- 7 Q. B. to K. Kt. fifth
- 8 P. to K. R. third (*b*)
- 9 B. takes Kt.
- 10 K. B. to Q. Kt. fifth (*c*)
- 11 B. takes Kt.
- 12 Q. Kt. to B. third (*d*)
- 13 Kt. to K. R. fourth
- 14 P. to K. Kt. third
- 15 Kt. to K. B. third
- 16 Kt. to K. R. fourth
- 17 P. to K. fifth
- 18 P. takes P.
- 19 Q. to K. second
- 20 Castles K. R.
- 21 P. to K. Kt. fourth
- 22 Q. R. to Q. square
- 23 Q. Kt. to K. fourth
- 24 K. R. to K. square
- 25 P. to Q. R. third
- 26 Q. R. to Q. third
- 27 P. to Q. Kt. fourth
- 28 R. to K. B. third
- 29 Q. to Q. B. second
- 30 Kt. to K. B. fifth
- 31 R. on K. square takes B.
- 32 R. takes P.
- 33 P. to K. B. third
- 34 Kt. to Q. B. fifth
- 35 R. takes R.
- 36 K. to K. Kt. second
- 37 Kt. to Q. third
- 38 Kt. to K. B. fourth
- 39 Kt. to K. seventh
- 40 Kt. checks K. and Q.
- 41 Kt. takes Q.
- 42 K. to R. second
- 43 Q. to Q. R. fourth
- 44 Q. takes R. P.
- 45 P. takes K. R. P.

White.—Mr. F——

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 K. B. to Q. B. fourth
- 4 K. Kt. to B. third
- 5 P. takes P.
- 6 B. to Q. Kt. third
- 7 P. to Q. third
- 8 P. to K. R. third
- 9 Q. takes B.
- 10 Castles
- 11 P. takes B.
- 12 Q. to K. Kt. third
- 13 Q. to K. Kt. fourth
- 14 P. to K. B. fourth
- 15 Q. to K. Kt. third
- 16 Q. to K. B. third
- 17 P. takes K. P.
- 18 Q. takes P. (check)
- 19 Q. to Q. B. fourth
- 20 P. to K. B. fifth
- 21 B. to Q. second
- 22 Q. R. to K. square
- 23 Q. to Q. Kt. fifth
- 24 B. to Q. R. fourth
- 25 Q. to Q. Kt. sixth
- 26 Q. to K. B. second
- 27 B. to Q. Kt. third
- 28 B. to K. third
- 29 B. to Q. fourth
- 30 K. B. to K. sixth (*e*)
- 31 P. takes R.
- 32 K. to R. square
- 33 Q. to Q. second
- 34 Q. to Q. square
- 35 Q. takes R. (*f*)
- 36 Q. to K. eighth (*g*)
- 37 Q. to K. square
- 38 Q. to K. B. second (*h*)
- 39 Q. takes Q. Kt.
- 40 K. to Kt. square
- 41 R. takes Kt.
- 42 R. takes K. B. P.
- 43 K. to R. second
- 44 P. to K. R. fourth
- 45 K. to K. R. third

Black.—Miss —

- 46 P. to Q. R. fourth
 47 P. to Q. R. fifth
 48 Q. to Q. B. fifth
 49 P. to Q. R. sixth
 50 Q. to K. seventh
 51 Q. mates

White.—Mr. F—

- 46 R. to K. B. second
 47 K. to K. Kt. fourth
 48 K. takes P.
 49 R. to K. B. eighth
 50 P. to K. Kt. fourth

- (a) The usual move here is P. to K. fifth or Castles.
 (b) Losing time.
 (c) The proper reply.
 (d) Why not Castle at once?
 (e) Beautifully played,—Black dare not take B. with P. or Kt.
 (f) Taking R. with R. would have been better.
 (g) We do not understand the object of this move.
 (h) This move renders White's game hopeless.

SMART LITTLE SKIRMISH BETWEEN MESSRS. MOTT AND
 BARCLAY.

White.—Mr. Mott.

- 1 P. to K. fourth
 2 Kt. to K. B. third
 3 P. to Q. fourth.
 4 Q. takes P.
 5 B. to K. Kt. fifth
 6 Kt. to Q. B. third
 7 Castles.
 8 P. to K. fifth.
 9 Q. to K. R. fourth
 10 B. to K. third
 11 Kt. takes P.
 12 B. takes Kt.
 13 Kt. takes B.
 14 B. to R. seventh (check) (c)
 15 P. to K. B. fourth
 16 P. takes P.
 17 B. to K. B. fifth (e)
 18 Q. to K. R. eighth (check)
 19 K. R. to K. square (check)

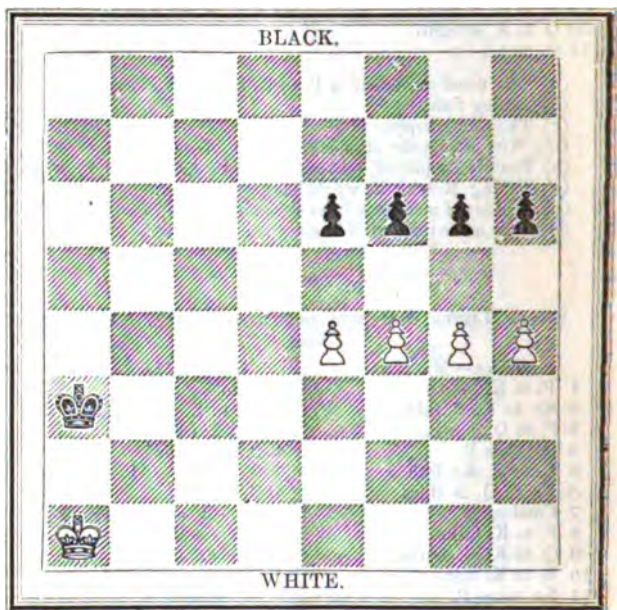
Black.—Mr. Barclay.

- 1 P. to K. fourth
 2 Kt. to K. B. third
 3 P. takes P.
 4 P. to Q. third
 5 B. to K. second
 6 Castles.
 7 R. to K. square (a)
 8 P. takes P. (b)
 9 B. to Q. second
 10 P. to K. fifth
 11 Kt. takes Kt.
 12 B. takes B. (check)
 13 P. to K. R. third
 14 K. to B. square
 15 P. takes Kt. (d)
 16 R. to K. fourth
 17 R. takes B. (f)
 18 K. to K. second

And Mates in Two Moves.

- (a) Kt. to Q. B. third would have been the correct move.
 (b) Again Kt. to Q. B. third would have improved Black's game.
 (c) Compelling Black to play K. to B. square.
 (d) Q. to K. B. third must have given Black the advantage.
 (e) Tempting Black to take B.
 (f) Black falls into the snare.

CHESS STUDY, NO. LI. BY KLING AND HORWITZ.



White to move and win.

SOLUTION OF PROBLEM NO. XXXI.

- | | |
|----------------------------|------------|
| 1 B. to R. seventh (check) | 1 K. moves |
| 2 B. takes P. (dis. check) | 2 K. moves |
| 3 B. to Q. fifth | 3 Anything |
| 4 Q. mates | |

White.—MR. F—

- 46 R. to K. B. second
- 47 K. to K. Kt. fourth
- 48 K. takes P.
- 49 R. to K. B. eighth
- 50 P. to K. Kt. fourth

move here is P. to K. fifth or Castles.

me.

uper reply.

not Castle at once?

autifully played.—Black dare not take B. with P. or Kt.
Taking R. with R. would have been better.

We do not understand the object of this move.

(h) This move renders White's game hopeless.

SMART LITTLE SKIRMISH BETWEEN MESSRS. MOTT AND BARCLAY.

White.—Mr. Mott.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth.
- 4 Q. takes P.
- 5 B. to K. Kt. fifth
- 6 Kt. to Q. B. third
- 7 Castles.
- 8 P. to K. fifth.
- 9 Q. to K. R. fourth
- 10 B. to K. third
- 11 Kt. takes P.
- 12 B. takes Kt.
- 13 Kt. takes B.
- 14 B. to R. seventh (check) (c)
- 15 P. to K. B. fourth
- 16 P. takes P.
- 17 B. to K. B. fifth (e)
- 18 Q. to K. R. eighth (check)
- 19 K. R. to K. square (check)

Black.—Mr. Barclay.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. takes P.
- 4 P. to Q. third
- 5 B. to K. second
- 6 Castles.
- 7 R. to K. square (a)
- 8 P. takes P. (b)
- 9 B. to Q. second
- 10 P. to K. fifth
- 11 Kt. takes Kt.
- 12 B. takes B. (check)
- 13 P. to K. R. third
- 14 K. to B. square
- 15 P. takes Kt. (d)
- 16 R. to K. fourth
- 17 R. takes B. (f)
- 18 K. to K. second

And Mates in Two Moves.

- (a) Kt. to Q. B. third would have been the correct move.
- (b) Again Kt. to Q. B. third would have improved Black's game.
- (c) Compelling Black to play K. to B. square.
- (d) Q. to K. B. third must have given Black the advantage.
- (e) Tempting Black to take B.
- (f) Black falls into the snare.

GAME PLAYED BETWEEN MR. KLING AND AN AMATEUR.

White.—Amateur.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 Kt. takes P.
- 5 Kt. to Q. B. third
- 6 B. to Q. B. fourth
- 7 P. to K. B. third (a)
- 8 Castles.
- 9 P. takes P.
- 10 B. to Q. third
- 11 B. to K. third
- 12 Q. Kt. to K. second
- 13 Q. to Q. second
- 14 P. to Q. B. third
- 15 Q. R. to K. square
- 16 P. to Q. Kt. fourth
- 17 Kt. takes B.
- 18 Kt. to K. B. fifth
- 19 Kt. takes K. Kt. P. (d)
- 20 B. to K. R. sixth (check)
- 21 Q. to K. Kt. fifth
- 22 R. takes R. (check)
- 23 B. to Q. Kt. fifth
- 24 B. takes B.
- 25 K. to K. R. square
- 26 Q. to K. B. fifth (e)
- 27 R. to K. Kt. square (f)

Black.—Mr. Kling.

- 1 P. to K. fourth
- 2 P. to Q. third
- 3 P. takes P.
- 4 Kt. to K. B. third
- 5 B. to K. second
- 6 Castles.
- 7 P. to Q. B. third
- 8 P. to Q. fourth
- 9 P. takes P.
- 10 B. to Q. B. fourth
- 11 Kt. to Q. B. third
- 12 R. to K. square
- 13 Q. to Q. Kt. third (b)
- 14 B. to Q. second
- 15 Q. R. to Q. B. square (c)
- 16 B. takes Kt.
- 17 Kt. to K. fourth
- 18 Q. to Q. B. third
- 19 K. takes Kt.
- 20 K. to R. square
- 21 K. to K. Kt. third
- 22 R. takes R.
- 23 Q. takes P.
- 24 Q. to Q. fifth (check)
- 25 Kt. takes B.
- 26 Q. to K. B. seventh
- 27 R. to K. eighth

And wins.

(a) Weak play, White should have castled.

(b) Black might have ventured K. to Kt. fifth, which would have led to many brilliant variations.

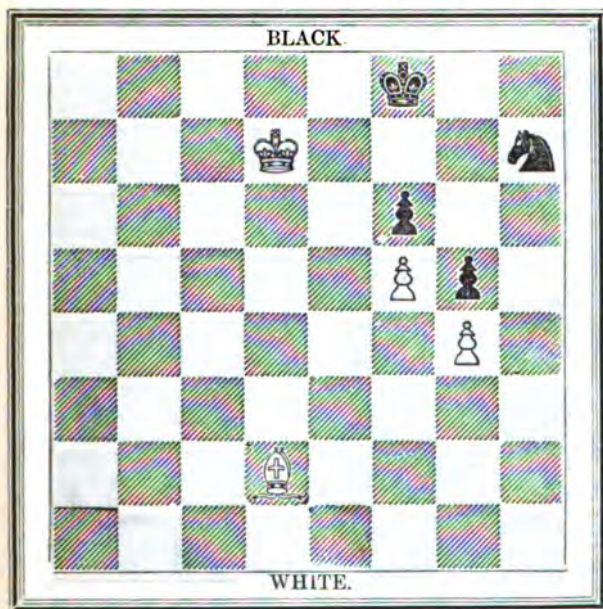
(c) Black might, with equal advantage, have exchanged R. for B., taking next move Q. Kt. P. with Q.

(d) More ingenious than sound.

(e) Losing time.

(f) The game might have been prolonged, by playing Q. to Q. Kt. square.

CHESS STUDY No. LJII. BY KLING AND HORWITZ.



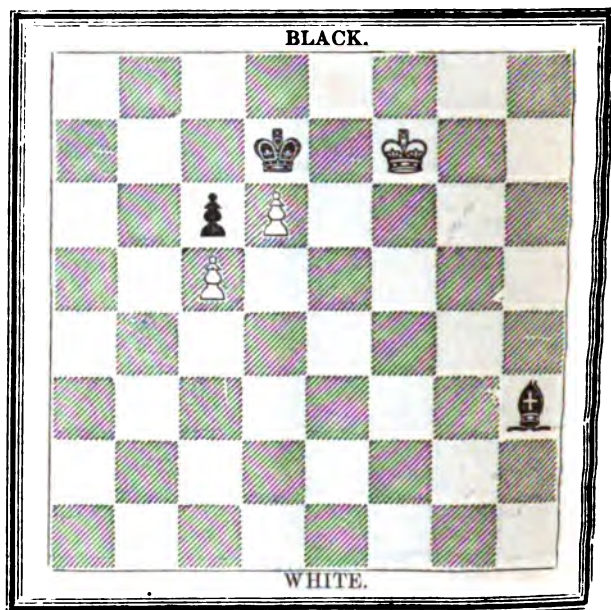
White to move and win

SOLUTION OF PROBLEM No. XXXIII.

- 1 B. to K. second
- 2 Kt. to K. B. sixth (check)
- 3 K. to K. B. seventh
- 4 K. to K. Kt. seventh
- 5 P. mates.

- 1 K. to Kt. fifth (best)
- 2 K. to Kt. fourth
- 3 P. takes B. (best)
- 4 P. Queens

CHESS STUDY No. LIV. BY KLING AND HORWITZ.



Black can only draw.

SOLUTION OF PROBLEM No. XXXIV.

- | | |
|------------------------------|---------------|
| 1 B. to K. Kt. fifth (check) | 1 B. takes B. |
| 2 R. to K. R. sixth (check) | 2 R. covers |
| 3 R. to K. B. second | |

And mates next move.

To the Editor of the "Chess Player."

SIR,—When the Chess Tournament was held in the memorable year 1851, a sanguine anticipation was formed that a Chess Parliament would also be held, in connexion with it, at which the names of the pieces, the notation of the play, and the laws of the game, might be finally settled in such a manner as to secure the concurrence of the whole Chess world. The Prospectus of the Tournament contained the following passage:—"From this *réunion* of the leading players of the age, it is not too much to expect that we may obtain a revision of the general laws which regulate the game, an authoritative decision upon the differences existing between the Chess Code of Italy and that of the rest of Europe, and the establishment of one consistent and uniform system of Notation for the whole Chess community."

This anticipation, from various causes to which it is unnecessary now to refer, was, in point of fact, not realized; and all the inconveniences, for which a remedy had been so long desired and sought in vain, were left, and still continue, to impede the full development of the master-pastime of the world.

Will you kindly spare me a page in your valuable work, to submit to the consideration of your readers, whether it would not be practicable to accomplish, by other means, those objects which the intended Chess Parliament was designed to promote.

Perhaps a General Congress of the Chess Players of England might be held in London, and the result of their deliberations might be communicated to the Chess Players of other countries, for their consideration. This Congress might, it is conceived, be attended by Delegates from all the London and Provincial Clubs; and the expenses defrayed by a general subscription among the Chess Players of England.

To prevent the inconvenience of excessive numbers, one delegate might be chosen to represent several Clubs; the clubs throughout the country being arranged in groups for that purpose. Thus, it might be found advisable to have one delegate for each county. It would, of course, rest with the Congress to determine their own mode of proceeding; but they would probably deem it expedient to gather the opinions of the English players, by circulating papers of suggestions, before coming to any fixed conclusions.

If the Chess Code, thus drafted by England, should, after undergoing any modifications which might be thought necessary, receive the sanction of the other nations of the Continent, the object in view would doubtless be sufficiently attained.

D. P. F.

[We think the scheme proposed by our esteemed correspondent admirably calculated to effect the important objects he has in view.

We shall be glad to lend our utmost aid in such a cause. To obtain so desirable a result as the establishment of a universal system of notation, and the settlement of the many points now in dispute relating to the laws of Chess, it is necessary that there should be an extensive and hearty co-operation amongst the lovers of Chess, and we sincerely hope that such co-operation may exist amongst the subscribers to the *Chess Player*—at all events, we earnestly solicit them to favour us with their advice and opinion upon the proposal of our correspondent.]

TO CORRESPONDENTS.

- I. K. (Ventnor, Isle of Wight).—We quite agree with the opinion which you have expressed, on the subject of the elevating tendencies of Chess. We do not, however, entertain the same views that you do regarding the game of Draughts, and we cannot allow that it in any respect equals Chess, as an intellectual pastime. In our opinion Draughts bears about the same relation to Chess, that Sliding does to Skating, or Bagatelle to Billiards.
- G. W. B. (Cambridge).—First, the Berlin *Schachzeitung* is to be obtained of Williams and Norton, the Foreign Booksellers, of Henrietta Street, Covent Garden, London. Secondly, it is reported in the London Chess circles that Herr Anderssen will visit the metropolis in the summer of this year. We cannot vouch for the truth of the report. Thirdly, the earliest blindfold player of whom we have any record was Joseph Tchelibi, a Greek, who lived about the middle of the 10th century. The following were also remarkable for their powers of playing Chess blindfold, viz:—Buzacca, a Saracen (1266); Damiano, a Portuguese (1512); Ruy Lopez, Medrano, Zerone, Alonzo, Cortega, Spaniards; Carrera, and Paoli Boi, Sicilians; Leonardo, Margiolini, Salvio, and Sacchieri, Italians. It is related of Sacchieri, that he played *four* games, blindfolded, with perfect ease. Philidor and La Bourdonnais, French; Sarratt and McDonnell, English; and the late Von Bilguer and Herr Horwitz, Germans. Many brilliant blindfold games have been played between the two last players. Kieseritsky and Herr Harwitz are considered to be the strongest living masters of the blindfold game.
- J. B. (Penzance).—You will obtain Chess practice, of the very highest order, at Kling's Chess Rooms, 458, New Oxford Street.

GAME PLAYED BETWEEN MR. HORWITZ AND AN AMATEUR,
the former giving the odds of Q. R.

<i>Black</i> —MR. HORWITZ.	<i>White</i> .—AMATEUR.
1 P. to K. fourth	1 P. to K. fourth
2 B. to Q. B. fourth	2 Kt. to K. B. third
3 Kt. to K. B. third	3 Kt. takes P.
4 P. to Q. third	4 P. to Q. fourth
5 B. to Q. Kt. third	5 Kt. to K. B. third
6 Kt. takes K. P.	6 B. to Q. third
7 P. to K. B. fourth	7 Castles
8 Castles	8 P. to Q. B. fourth (a)
9 P. to Q. B. third	9 Kt. to Q. B. third
10 P. to Q. fourth	10 P. takes P.
11 P. takes P.	11 Kt. to Q. R. fourth (b)
12 B. to Q. B. second	12 Kt. to K. fifth
13 Kt. to Q. second	13 P. to K. B. fourth
14 Q. Kt. to K. B. third	14 P. to K. R. third
15 Q. to K. square	15 P. to Q. Kt. third
16 Kt. to K. R. fourth	16 R. to K. B. third
17 P. to Q. Kt. fourth	17 Kt. to Q. B. fifth
18 B. to Q. Kt. third	18 Q. to K. square
19 P. to K. Kt. fourth	19 P. takes P. (c)
20 B. takes Kt.	20 P. takes B.
21 Q. takes Kt.	21 B. to K. third
22 B. to Q. second	22 R. to Q. B. square
23 B. to Q. B. third	23 Q. to Q. R. fifth
24 P. to Q. fifth	24 B. to K. B. second
25 Kt. takes P. on K. Kt. fifth	25 R. to K. square
26 Kt. takes R (check)	26 P. takes Kt.
27 Q. to Kt. second (check)	27 K. to R. second
28 K. to R. square	28 R. to K. Kt. square
29 Q. to K. fourth (check)	29 R. to Kt. third
30 B. takes P.	30 Q. to K. square
31 Q. takes Q.	31 B. takes Q.
32 Kt. takes R.	32 B. takes Kt.
33 P. to K. B. fifth	

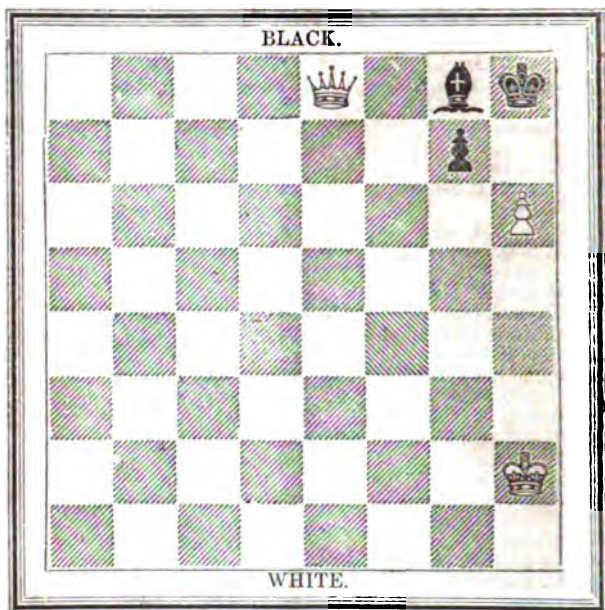
And White resigns.

(a) Pawn to Q. fourth would have been better.

(b) Q. to Q. Kt. third would have forced Black either to play Bishop to King third or exchange Kt. for Kt.

(c) This move loses a piece.

CHESS STUDY, No. LV. BY KLING AND HORWITZ.



White to move and win.

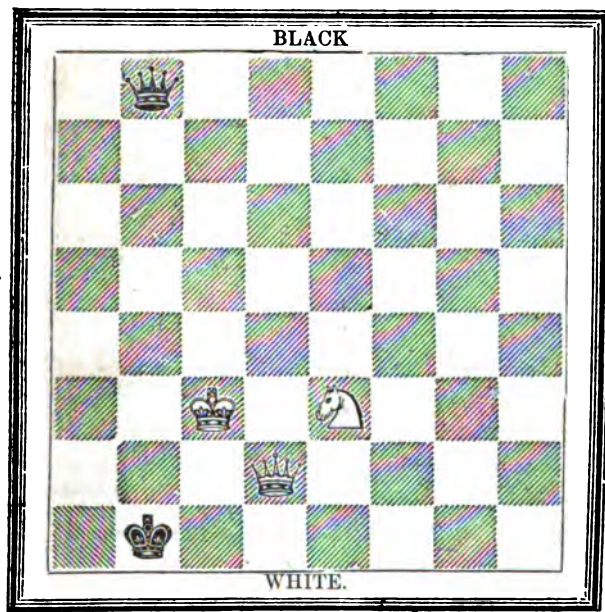
SOLUTION TO CHESS STUDY, No. 47.

- | | |
|-------------------------|--------------------|
| 1 Kt. to Q. sixth | 1 K. to Kt. fifth |
| 2 Kt. to Q. Kt. seventh | 2 K. to Kt. fourth |
| 3 K. to Q. fourth | 3 K. to B. third |
| 4 Kt. to B. fifth | 4 K. to Kt. fourth |
| 5 Kt. to Kt. third | 5 K. to Kt. fifth |
| 6 K. to Q. fifth | 6 K. takes Kt. |
| 7 K. to B. fifth (a) | |

And wins.

(a) Were White to play King to B. sixth, Black would draw the game.

CHESS STUDY No. LVI. BY KLING AND HORWITZ.



White can only draw.

SOLUTION TO CHESS STUDY No. XLVIII.

- | | |
|---------------------|-------------------------|
| 1 K. to Q. third | 1 K. to Q. Kt. fourth |
| 2 K. to Q. B. third | 2 K. to R. fifth (best) |
| 3 K. to B. second | 3 K. to Kt. fifth |
| 4 K. to Q. third | 4 K. to Kt. fourth |

And draws.

GAME PLAYED AT KLING'S CHESS ROOMS, BETWEEN MEERS.
KLING AND HOFENBERGER.

<i>White</i> —(Mr. H.)	<i>Black</i> —(Mr. K.)
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to K. Kt. fourth
4 B. to Q. B. fourth	4 P. to K. Kt. fifth
5 Castles	5 P. takes Kt.
6 Q. takes P.	6 Q. to K. second
7 Q. takes P.	7 Q. to Q. B. fourth (check)
8 K. to R. square	8 Q. takes B.
9 Q. to K. fifth (check)	9 Kt. to K. second
10 P. to Q. third	10 Q. takes Q. B. P.
11 Q. takes R. (a)	11 Q. to K. seventh (b)
12 Kt. to Q. second	12 P. to Q. third
13 Q. takes R. P.	13 B. to K. third
14 P. to Q. fourth	14 P. to Q. B. third
15 P. to Q. Kt. third	15 Kt. to K. Kt. third
16 P. to K. R. fourth	16 Kt. to Q. second
17 P. to K. R. fifth	17 Kt. to K. B. fifth
18 Q. to K. Kt. eighth	18 Castles
19 Q. to K. Kt. fifth (c)	19 B. to K. second
20 Q. to K. Kt. third	20 Kt. to K. B. third
21 Q. takes Kt.	21 Kt. takes R. P.
22 Q. takes R.	22 Kt. to K. Kt. sixth (check)
23 K. to K. Kt. square (d)	23 Q. to K. sixth (check)
24 R. to B. second	24 R. to K. R. square

And White resigns.

(a) Kt. to Q. R. third would have been stronger, giving freedom to Q. B., and at the same time enabling him to defend B. with R.

(b) Had he taken Q. P., White would probably have played Q. to K. B. sixth with fatal effect, as Black could not then have defended at K. R. fourth.

(c) Why not at once to K. Kt. third?

(d) K. to R. second would have been equally ineffectual.

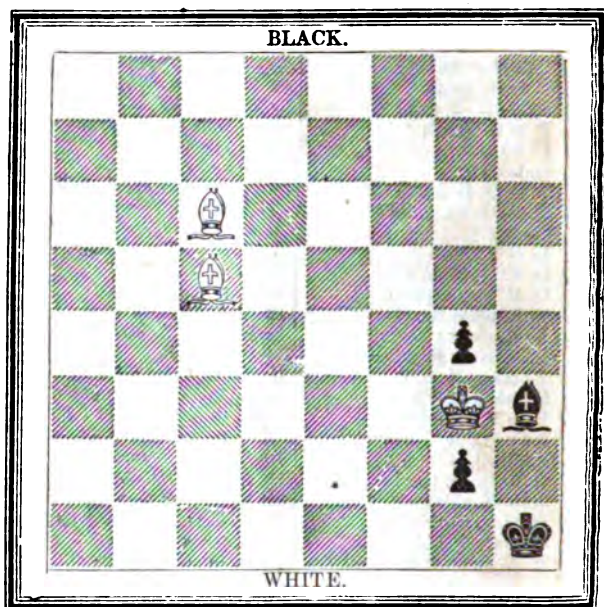
GAME PLAYED BETWEEN MR. T. A. WORRELL AND MR. KLING.

<i>Black</i> —MR. W.	<i>White</i> —MR. K.
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 P. to Q. third
3 P. to Q. fourth	3 Q. B. to K. Kt. fifth
4 P. takes P.	4 B. takes Kt.
5 Q. takes B.	5 P. takes P.
6 B. to Q. B. fourth	6 Q. to K. B. third (a)
7 Q. to Q. Kt. third	7 B. to Q. B. fourth
8 Castles	8 Q. Kt. to Q. second
9 B. to K. third	9 B. to Q. Kt. third
10 Q. Kt. to B. third	10 P. to Q. B. third
11 Q. R. to Q. square	11 P. to K. R. fourth
12 Q. R. takes Kt. (b)	12 K. takes R.
13 K. R. checks	13 K. to Q. B. second
14 Q. B. takes B. (check)	14 P. takes B.
15 B. takes K. B. P.	15 Kt. to K. R. third
16 B. takes R. P.	16 Q. R. to K. B. square (c)
17 P. to K. B. third	17 P. to K. Kt. third (d)
18 Kt. to Q. R. fourth	18 P. to Q. Kt. fourth
19 Kt. to Q. B. fifth	19 R. to K. B. second
20 Q. to Q. R. third	20 K. to Q. Kt. third
21 Q. to K. third	21 K. to Q. B. second
22 Q. to Q. R. third	22 K. to Q. Kt. square (e)
23 Q. to Q. R. fifth	23 P. takes B. (f)
24 R. to Q. seventh	24 R. to Q. B. square

And White gave mate in three moves.

-
- (a) Weak play.
 (b) Daring but not sound play.
 (c) Bad play, incautiously taking the R. from the defence of Q. R. file. Better to have played the K. R.
 (d) Q. Kt. P. one would have been better; preventing the play of White's Kt to Q. R. fourth.
 (e) Black should have tried for a drawn game, by again playing K. to Q. Kt. 3.
 (f) This loses the game at once.

CHESS STUDY No. LVII. BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO No. XLIX.

- | | |
|--------------------------|----------------------|
| 1 B. to K. sixth (check) | 1 K. to R. square |
| 2 B. to B. seventh | 2 R. to Q. B. square |
| 3 K. to R. sixth | 3 R. to K. B. square |
| 4 Kt. to K. fifth | 4 R. takes B. |
| 5 Kt. takes R. (check) | 5 K. to Kt. square |
| 6 K. to Kt. sixth | 6 P. to B. fourth |
| 7 Kt. to Q. sixth | 7 K. to B. square |
| 8 K. to Q. B. sixth | |

And wins easily.

CHESS STUDY No. LVIII.

This position occurred in a Game between Messrs. Buckland and Kingston.



White to move and win.

SOLUTION TO CHESS STUDY, No. L.

- | | |
|------------------------------|----------------------|
| 1 Kt. to Q. B. sixth (check) | 1 K. to K. square |
| 2 B. to K. Kt. fourth | 2 R. to Q. B. square |
| 3 K. to B. sixth | 3 R. to R. square |
| 4 B. to K. sixth | 4 K. to B. square |
| 5 B. to K. B. seventh | 5 R. to K. square |
| 6 B. takes R. | 6 K. takes B. |
| 7 K. to K. sixth | |

And wins.

GAME PLAYED BETWEEN MR. KLING AND AN AMATEUR.

<i>Black</i> —MR. K.	<i>White</i> —AMATEUR.
1 P. to K. fourth	1 P. to K. fourth
2 K. Kt. to B. third	2 Q. Kt. to B. third
3 B. to Q. B. fourth	3 B. to Q. B. fourth
4 P. to Q. Kt. fourth	4 B. takes P.
5 P. to Q. B. third	5 B. to B. fourth
6 P. to Q. fourth	6 P. takes P.
7 Q. to Q. Kt. third	7 Q. to K. second
8 Castles	8 Kt. to Q. R. fourth
9 Q. to Q. R. fourth	9 Kt. takes B.
10 Q. takes Kt.	10 P. to K. R. third
11 P. to K. fifth	11 P. to Q. sixth
12 Kt. to Q. second	12 P. to Q. Kt. third
13 P. to Q. R. fourth	13 P. to Q. R. fourth
14 Q. takes doubled P.	14 B. to Q. R. third
15 P. to Q. B. fourth	15 Q. to K. third
16 Kt. to Q. fourth	16 Q. to K. Kt. fifth
17 Kt. to Q. Kt. fifth	17 Castles
18 Kt. to K. fourth	18 B. to Q. Kt. second
19 Kt. to K. Kt. third	19 P. to K. B. fourth (a)
20 P. to K. R. third	20 Q. to K. R. fifth
21 Q. Kt. takes P.	21 Q. to R. fourth
22 B. to Q. R. third	22 Q. to K. Kt. fourth
23 Kt. to K. Kt. third	23 Q. takes P.
24 Q. R. to K. square	24 Q. to K. Kt. fourth
25 Kt. to K. fourth	25 B. takes Kt.
26 Q. takes B.	26 P. to Q. B. third (b)
27 B. takes B.	27 Q. takes B.
28 B. to Q. square	28 Kt. to K. B. third
29 Q. to K. B. third	29 P. to Q. fourth
30 P. takes P.	30 R. takes P.
31 R. to Q. B. square	31 Q. to K. second
32 R. takes P. (check)	32 K. to Q. square
33 R. takes Kt.	

And White resigns.

(a) Why not P. to Q. fourth.

(b) K. to Kt. square would have been much safer play.

GAME PLAYED BETWEEN TWO AMATEURS, AT KLING'S CHESS
ROOMS, 468, OXFORD STREET.

Black.

- 1 P. to K. B. fourth
- 2 P. to Q. Kt. third
- 3 P. to K. third
- 4 Kt. to K. B. third
- 5 B. to Q. Kt. second
- 6 B. to K. second
- 7 Castles
- 8 P. to Q. B. fourth
- 9 Kt. to K. fifth
- 10 P. takes B.
- 11 P. to Q. fourth
- 12 P. takes P. on Q. fifth
- 13 P. takes P. (a)
- 14 P. takes Kt. (b)
- 15 K. to R. square
- 16 Kt. to Q. second
- 17 R. to Q. Kt. square
- 18 B. to K. B. third
- 19 R. to K. B. second
- 20 B. takes Q. Kt. P. (c)
- 21 R. takes B.
- 22 Q. to Q. R. square
- 23 Q. takes Q.
- 24 Kt. to K. B. third
- 25 Kt. to K. Kt. square
- 26 P. to K. R. third
- 27 P. to Q. R. fourth
- 28 R. to K. second
- 29 K. to K. R. second
- 30 R. to Q. Kt. sixth

White.

- 1 P. to K. B. fourth
- 2 P. to Q. fourth
- 3 P. to K. third
- 4 B. to Q. third
- 5 Kt. to K. B. third
- 6 Castles
- 7 P. to Q. B. second
- 8 Kt. to Q. B. third
- 9 B. takes Kt.
- 10 Kt. to Q. second
- 11 P. takes Q. P.
- 12 Q. P. takes P.
- 13 K. Kt. takes P.
- 14 Q. to Q. Kt. third (check)
- 15 Q. takes B.
- 16 Q. takes P. on K. fifth
- 17 R. to Q. square
- 18 Q. to Q. third
- 19 Kt. to K. fourth
- 20 B. takes B.
- 21 Kt. takes Q. B. P.
- 22 Q. to Q. fifth
- 23 R. takes Q.
- 24 R. to Q. eighth (check)
- 25 Q. R. to Q. square
- 26 P. to Q. R. fourth
- 27 Kt. to Q. seventh
- 28 Kt. to K. fifth
- 29 R. to Q. R. eighth
- 30 R. from Q. square to Q. eighth

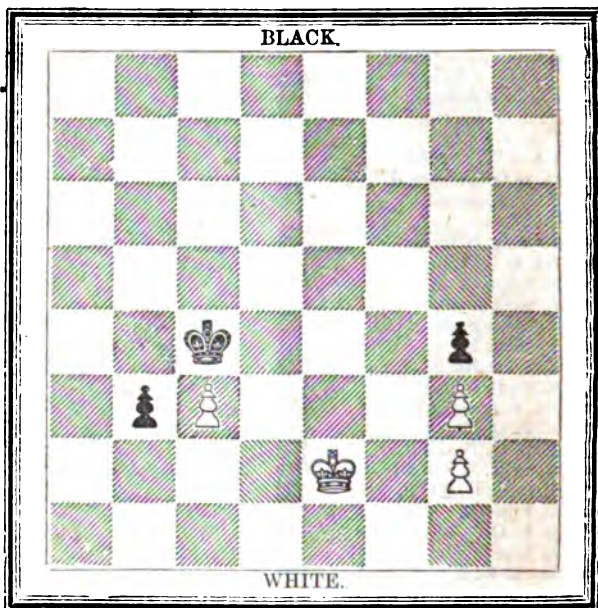
And Black resigns.

(a) Stronger to have taken with Bishop.

(b) Black ought not to have taken Kt. but should have retired K. to R. square. His position would then have been preferable to White's, as White could not bring out Q. B. with advantage.

(c) Black gains nothing by this move.

CHESS STUDY No. LIX. BY KLING AND HORWITZ.



White moving first draws.

SOLUTION TO CHESS STUDY No. LI.

- 1 P. to K. R. fifth
- 2 P. to K. fifth
- 3 P. to B. fifth

And wins.

A.

- 1
- 2 P. to K. fifth
- 3 P. takes B. P.

And wins.

B.

- 2
- 3 P. takes P.

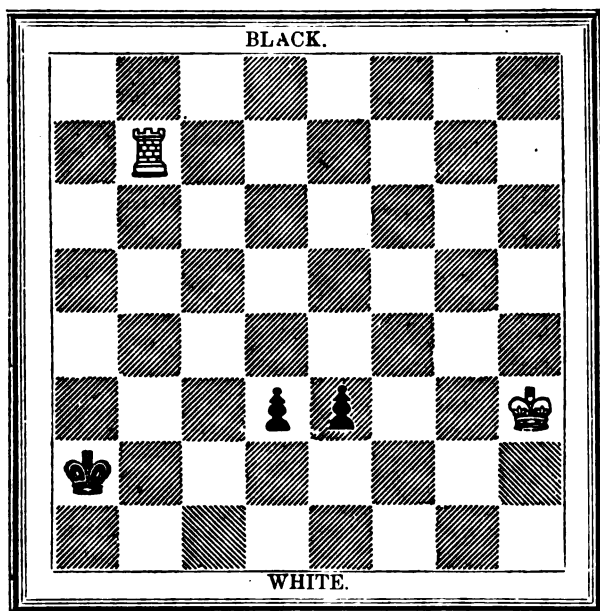
And wins.

- 1 P. takes P. (or A)
- 2 P. takes K. P. (or B)

- 1 P. to Kt. fourth
- 2 P. to B. fourth

- 2 P. to B. fourth

CHESS STUDY No. LX. BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO CHESS STUDY No. LII.

- | | |
|----------------------|------------------------|
| 1 P. to R. fifth | 1 K. to B. square |
| 2 K. to K. sixth (a) | 2 K. to Kt. square (b) |
| 3 K. to K. seventh | 3 P. to R. third |
| 4 K. to B. sixth | 4 K. to R. second |
| 5 B. to K. third | |

And wins.

(a) Were White to push P. to R.'s sixth, he could not win.

(b) If Black were to play K. to K. square, White would win the P. in three moves.

GAME PLAYED AT KLING'S CHESS ROOMS, BETWEEN MESSRS.
KLING AND J. A. WORRELL.

Black.—MR. KLING.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 P. to K. fifth
- 4 Kt. to K. B. third
- 5 P. to Q. third
- 6 P. to Q. B. third
- 7 P. to Q. fourth
- 8 P. to Q. Kt. third
- 9 B. to Q. third
- 10 Castles
- 11 Q. B. to K. third
- 12 P. takes P.
- 13 Q. Kt. to Q. second
- 14 Q. to K. square
- 15 P. to K. R. third
- 16 Q. takes Kt.
- 17 P. to Q. R. third
- 18 P. to K. Kt. fourth
- 19 P. takes P.
- 20 R. to K. B. second
- 21 Kt. to K. Kt. fifth
- 22 R. to K. Kt. second
- 23 P. takes B.
- 24 Kt. to K. B. third
- 25 Q. R. to K. B. square
- 26 B. takes R. P. (check)
- 27 P. to Kt. sixth (check)
- 28 Q. to K. Kt. fifth
- 29 R. takes R.
- 30 K. to R. second
- 31 R. to K. B. fourth
- 32 Q. to K. seventh
- 33 Q. to K. B. eighth (check)
- 34 R. to K. B. third
- 35 R. checks
- 36 P. to K. Kt. fifth

White.—MR. J. A. WORRELL.

- 1 P. to K. third
- 2 P. to Q. fourth
- 3 P. to Q. B. fourth
- 4 Kt. to Q. B. third
- 5 P. to K. B. third
- 6 B. to K. second
- 7 Q. to Q. Kt. third
- 8 Kt. to K. R. third
- 9 P. to K. B. fourth
- 10 Castles
- 11 P. takes Q. P.
- 12 B. to Q. second
- 13 Kt. to K. Kt. fifth
- 14 Q. R. to Q. B. square
- 15 Kt. takes B.
- 16 P. to Q. R. fourth
- 17 Kt. to Q. square
- 18 P. takes P. (a)
- 19 R. to Q. B. third (b)
- 20 Kt. to K. B. second
- 21 Kt. to K. R. third (c)
- 22 B. takes Kt.
- 23 Kt. to K. B. second
- 24 Kt. to K. R. square
- 25 Q. R. to Q. B. square
- 26 K. takes B.
- 27 K. to Kt. square
- 28 R. takes Kt. (d)
- 29 Q. takes P. (check)
- 30 B. to K. square
- 31 Q. to Q. sixth (e)
- 32 Q. takes P. at K. Kt. third
- 33 K. to R. second
- 34 Kt. to K. B. second (f)
- 35 Kt. to K. R. third

And White resigns.

(a) We should have preferred R. to Q. B. sixth.

(b) White had previously determined to play R. to Q. B. sixth, and had touched his R. with that intention; he was therefore com-

pelled to move that piece, but perceiving that the contemplated move, would have lost him his K. R. P., as well as the exchange of R. for B., he preferred to play R. to Q. B. third, thus losing much valuable time.

(c) Why not take Kt. with Kt., exchanging Rooks.

(d) Incantious.

(e) Q. to B. fourth would have been safer play.

(f) Q. to K. fifth, would have given White a good chance of the game.

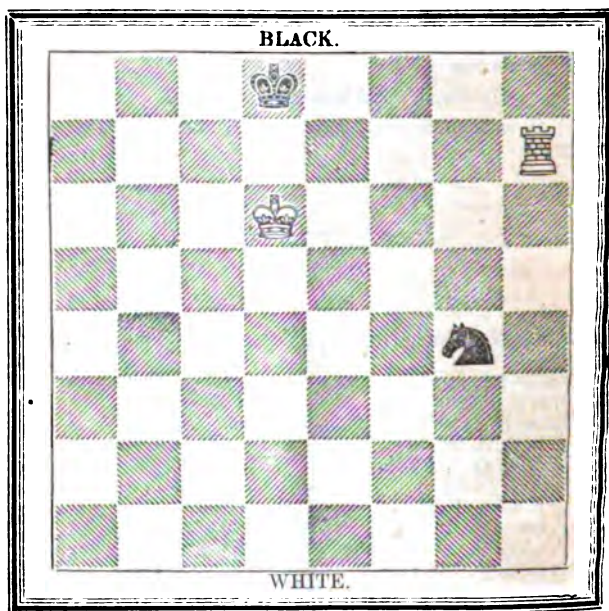
A LIVELY SKIRMISH BETWEEN MR. S. BODEN AND HERR SCHULDER.

<i>White</i> —(HERR SCHULDER)	<i>Black</i> —(MR. B.)
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 P. to Q. third
3 P. to Q. B. third	3 P. to K. B. fourth
4 K. B. to Q. B. fourth	4 Kt. to K. B. third
5 P. to Q. fourth	5 P. takes K. P.
6 Q. P. takes K. P.	6 P. takes K. Kt.
7 P. takes K. Kt.	7 Q. takes P.
8 P. takes P.	8 Q. Kt. to B. third
9 P. to K. B. fourth	9 Q. B. to Q. second
10 Q. B. to K. third	10 Castles
11 Kt. to Q. second	11 B. to K. square
12 Q. to K. B. third	12 Q. B. to K. B. fourth
13 Castles Q. B.	13 P. to Q. fourth (a)
14 K. B. takes Q. P.	

And Black Mates in two moves.

(a) The game is beautifully terminated by Black.

CHESS STUDY No. LXI. BY C. F.



Black even with the advantage of the move must lose.

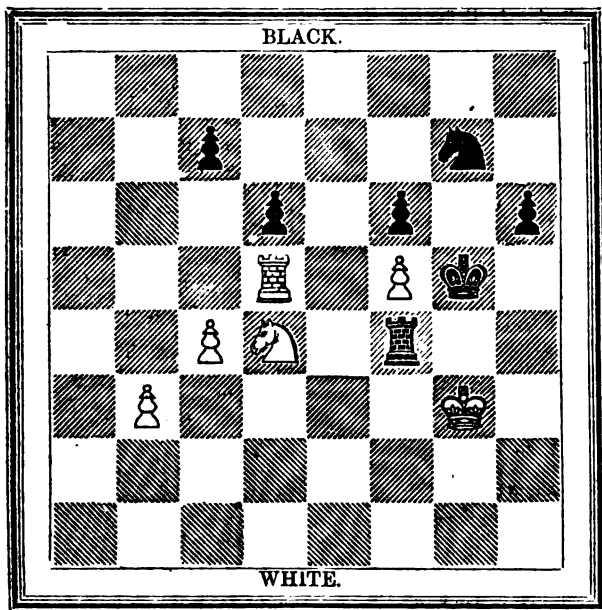
SOLUTION TO CHESS STUDY LIII.

- | | |
|-------------------------------|------------------------|
| 1 B. to Q. Kt. fourth (check) | 1 K. to B. second |
| 2 B. to R. third | 2 K. to Kt. second (a) |
| 3 K. to K. sixth | 4 K. to Kt. square |
| 4 B. to Kt. fourth | 5 K. to Kt. second |
| 5 B. to K. seventh | |

And wins.

(a) Were Black to play Kt. to B. square, White would take Kt. and win easily.

CHESS STUDY NO. LXII BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO PROBLEM XXXV.

- | | | |
|---------------------------|--|-------------------------------------|
| 1 P. to Q. fourth (check) | | 1. P takes P. (<i>en passant</i>) |
| 2 Q. to Q. R. eighth | | Any move. |

And White Mates in two moves.

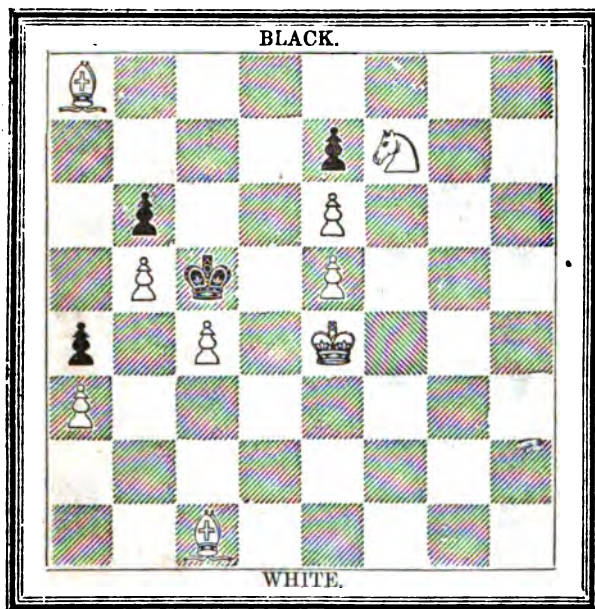
GAME PLAYED BETWEEN MESSRS. KLING AND HAUSER.
 KING'S BISHOP'S GAMBIT.

Black—Mr. H.	White—Mr. K.
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 B. to Q. B. fourth	3 Q. to R. fifth (check)
4 K. to B. square	4 P. to K. Kt. fourth
5 P. to Q. fourth	5 P. to Q. third
6 Kt. to Q. B. third	6 P. to Q. B. third
7 Kt. to K. B. third	7 Q. to R. fourth
8 P. to K. R. fourth	8 P. to K. R. third
9 K. to Kt. square	9 P. to K. Kt. fifth
10 Kt. to Q. square	10 P. to K. B. sixth
11 P. takes P.	11 B. to K. Kt. second
12 B. to K. second	12 P. takes P.
13 B. takes P.	13 Q. to K. Kt. third (check)
14 K. to B. second	14 P. to K. R. fourth (a)
15 Kt. to K. second	15 B. to K. R. third
16 P. to Q. B. third	16 Q. to K. B. third
17 Kt. to K. Kt. third	17 B. takes B.
18 R. takes B.	18 B. to K. Kt. fifth
19 Q. to Q. second	19 Kt. to K. R. third
20 R. to Q. B. second	20 Kt. to K. second
21 K. to Kt. second	21 R. to K. Kt. square
22 Q. to Q. third	22 Castles
23 R. to K. B. second	23 Q. to K. second
24 Q. to K. third	24 R. to K. Kt. third
25 Kt. to Q. third	25 P. to K. B. fourth (b)
26 Kt. to K. B. fourth	26 B. takes B. (check)
27 K. takes B.	27 R. takes Kt. (check) (c)
28 K. takes R.	28 Kt. to K. Kt. fifth
29 Kt. to K. Kt. sixth	29 Q. to K. third
30 Q. to K. Kt. fifth	30 Kt. takes R.
31 K. takes Kt.	31 P. takes P. (d)
32 K. to K. third	32 R. to K. square
33 Kt. to K. B. fourth	33 Q. to K. B. second
34 Q. to K. Kt. sixth	34 Q. to K. B. square
35 P. to Q. B. fourth	35 Kt. to K. B. third
36 Q. to K. B. fifth (check)	36 K. to Q. Kt. square
37 P. to Q. Kt. third (e)	37 Kt. to K. Kt. fifth (check)

And Black resigned.

- (a) With the intention of playing either Knight or Bishop K. R. third.
 (b) This move leads to a strong attack.
 (c) White loses no time.
 (d) Better than taking Pawn with Queen.
 (e) This was certainly the shortest way of terminating the game.

PROBLEM, No. XLIII. BY MR. R. A. BROWN.



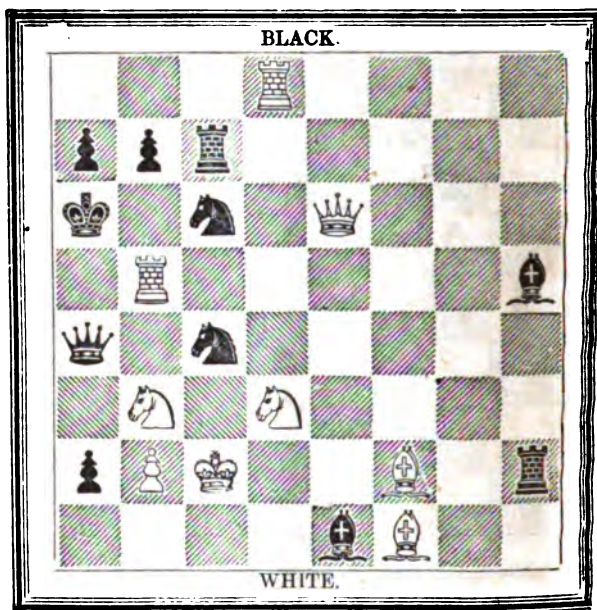
White to move and mate in five moves.

SOLUTION TO PROBLEM No. XXXVI.

- | | |
|------------------------------|-----------------------|
| 1 Kt. to Q. third (check) | 1 P. takes Kt. (best) |
| 2 B. to K. B. fourth (check) | 2 Kt. takes B. |
| 3 P. takes Kt. (check) | 3 Kt. takes P. |
| 4 Q. to K. Kt. fifth (check) | 4 P. takes Q. |
| 5 K. R. P. | |

Queens and Mates.

PROBLEM No. XLIV. BY ALFRED KEMPE, Esq. (University College.)



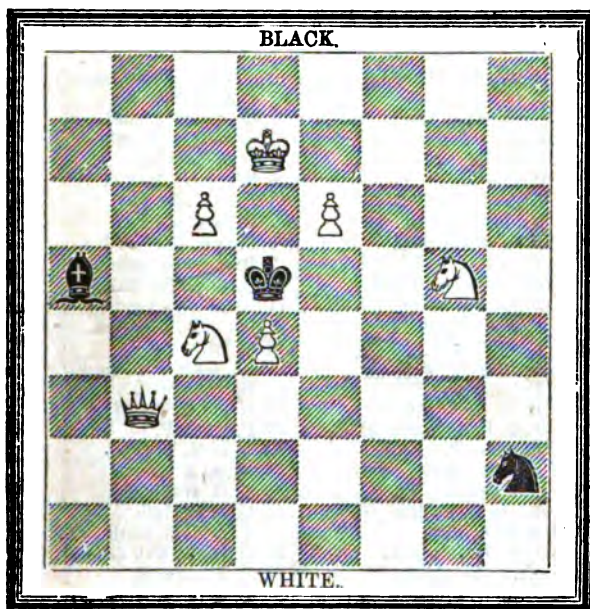
White to move and mate in four moves.

SOLUTION TO PROBLEM No. XXXVII.

- | | |
|-----------------------------|-------------------------------|
| 1 Kt. takes P. (check) | 1 K. to Q. 5th, or Q. Kt. 3rd |
| 2 Kt. to Q. B. fifth | 2 K. takes Kt., or K. to R. 4 |
| 3 B. to Q. R. 7, or Q. B. 7 | |

Mate.

PROBLEM No. XLV. BY HENRY TURTON, Esq.



White to move and mate in three moves.

SOLUTION TO PROBLEM No XXXVIII.

- | | |
|-------------------------------|-----------------------------|
| 1 B. to Q. square | 1 K. takes either R. (or A) |
| 2 Kt. to K. 4th, or Q. B. 4th | 2 Any move |
| 3 B. discovers Mate | |

A

- | | |
|----------------------|------------|
| 2 B. to Q. Kt. third | 1 Any move |
| 3 Q. R. to Q. square | 2 " |

Mate.

GAME BETWEEN HERR LÖWENTHAL AND MR. A. SIMONS.

Black. (Herr L.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. third
- 5 Castles
- 6 Kt. to Q. B. third
- 7 Kt. to K. second
- 8 B. to Q. Kt. third
- 9 P. to Q. B. third
- 10 Kt. to K. Kt. third
- 11 B. to Q. B. second (a)
- 12 P. to Q. fourth
- 13 P. takes K. P. (b)
- 14 B. to K. third
- 15 P. takes Kt.
- 16 K. R. to K. square
- 17 P. to K. B. fourth (c)
- 18 B. takes P.
- 19 B. to K. third
- 20 B. takes B.
- 21 Kt. to K. B. fifth
- 22 R. to K. third
- 23 Q. to K. B. square
- 24 Kt. to Kt. third
- 25 B. to Q. square
- 26 P. to K. R. third
- 27 B. takes B.
- 28 K. to R. square
- 29 Q. to Kt. second
- 30 R. takes Kt.
- 31 K. to Kt. square
- 32 Q. takes K. R.
- 33 K. to Kt. second
- 34 K. takes R.
- 35 Q. to Q. B. eighth (check)
- 36 Q. takes Q. B. P. (check)
- 37 Q. to B. fourth (check)
- 38 P. takes P.
- 39 K. to B. square
- 40 K. to K. second
- 41 K. to Q. third
- 42 K. to B. second
- 43 Q. to Q. fourth

White. (Mr. Simons.)

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. third
- 5 Kt. to K. B. third
- 6 P. to K. R. third
- 7 B. to K. third
- 8 P. to K. Kt. fourth
- 9 B. to Q. Kt. third
- 10 B. to K. Kt. fifth
- 11 Kt. to K. second
- 12 Kt. to K. Kt. third
- 13 Q. Kt. takes P.
- 14 Kt. takes Kt. (check)
- 15 B. to R. sixth (c)
- 16 Kt. to Q. second (d)
- 17 P. takes P.
- 18 Q. to K. R. fifth
- 19 Kt. to K. fourth
- 20 Q. B. to Kt. fifth
- 21 Q. to R. sixth
- 22 B. to K. B. sixth (f)
- 23 Q. to Kt. fifth (check)
- 24 R. P. takes B.
- 25 P. to K. R. fourth
- 26 Q. to K. B. fifth
- 27 Kt. takes B. (check)
- 28 P. to K. R. fifth
- 29 P. takes Kt.
- 30 R. takes P. (check)
- 31 Q. R. takes Q. R. P. (g)
- 32 R. takes R. (check)
- 33 R. to Kt. eighth (check)
- 34 Q. takes R.
- 35 K. to K. second
- 36 K. to K. third
- 37 Kt. to Q. second
- 38 Q. takes P. (check)
- 39 Q. to K. B. fifth (check)
- 40 Q. to R. seventh (check)
- 41 Q. to Kt. sixth (check)
- 42 Q. to K. B. fifth
- 43 K. to Q. B. third

<i>Black.</i> —Herr L.	<i>White.</i> —Mr. Simons.
44 P. to Q. B. fourth	44 Q. to K. fourth
45 Q. to Q. fifth (check)	45 Q. takes Q.
46 Q. B. P. takes Q. (check)	46 K. to B. fourth
47 K. to B. third	47 P. to Q. Kt. fourth
48 P. to Q. Kt. fourth (check)	48 K. to Kt. third
49 K. to Q. fourth	49 P. to K. B. third (A)
50 K. to K. third	50 K. to B. second
51 K. to B. fourth	51 K. to Q. second
52 K. to B. fifth	52 K. to K. second
53 K. to Kt. sixth	

And wins.

(a) P. to K. B. third would have compelled White, either to play Bishop to Rook's fourth, or to take the Kt.

(b) B. to K. third would have been better.

(c) White has now the attack.

(d) Well played, preventing the advance of King's Pawn, nor can Black now push his K. B. P. with advantage.

(e) The advance of K. B. P. will presently show the advantage of the previous move of White.

(f) Had he checked with Kt. he would have won at least the exchange.

(g) The game now becomes highly interesting.

(h) Here White commits an error which costs him the game. Instead of playing P. to K. B. third, he should have played K. to Q. B. second, and the game must have been drawn.

GAME PLAYED BETWEEN TWO AMATEURS AT KLING'S CHESS ROOMS.

<i>White.</i>	<i>Black.</i>
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 Kt. to Q. B. third
3 B. to Q. Kt. fifth	3 B. to Q. B. fourth
4 Castles	4 K. Kt. to K. second
5 P. to Q. B. third	5 Castles
6 P. to Q. fourth	6 P. takes P.
7 P. takes P.	7 B. to Q. Kt. third
8 P. to Q. fifth	8 Kt. to Q. Kt. square
9 B. to Q. B. fourth	9 P. to Q. third
10 P. to K. R. third	10 P. to K. R. third
11 Kt. to Q. B. third	11 P. to Q. B. third

White.

- 12 K. to R. square
- 13 Kt. to K. R. second
- 14 P. to K. B. fourth (*b*)
- 15 Kt. to K. B. third
- 16 P. to K. fifth
- 17 B. to Q. Kt. third
- 18 Kt. to Q. R. fourth
- 19 B. to Q. second
- 20 Kt. to Q. B. third
- 21 P. to K. sixth
- 22 P. takes P.
- 23 Kt. to Q. fifth
- 24 R. to Q. B. square
- 25 Kt. to K. R. fourth
- 26 Q. to K. R. fifth
- 27 K. R. to K. square
- 28 B. to Q. B. third
- 29 B. takes Kt.
- 30 Kt. takes Kt.
- 31 R. takes B.
- 32 Q. to Kt. sixth (check)
- 33 Kt. takes B. P.
- 34 P. to K. seventh (dis. check)
- 35 P. Queens (check)
- 36 Q. takes R.

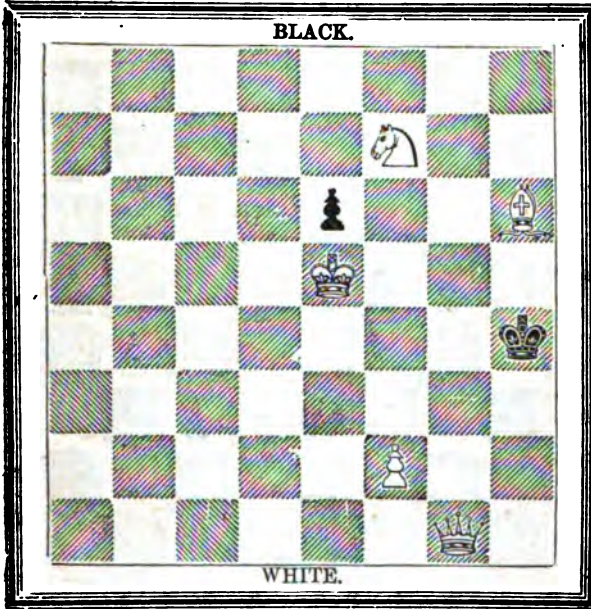
Black.

- 13 Kt. to K. Kt. third
- 13 Q. to K. R. fifth (*a*)
- 14 P. to K. B. fourth
- 15 Q. to K. second (*c*)
- 16 B. to Q. R. second
- 17 B. to Q. B. fourth (*d*)
- 18 B. to Q. R. second
- 19 P. to Q. Kt. fourth
- 20 K. to R. square
- 21 P. to Q. B. third
- 22 Q. Kt. takes P.
- 23 Q. to Q. square
- 24 K. Kt. to K. second
- 25 B. to Q. B. fourth
- 26 R. to Q. R. second
- 27 Kt. to Q. fifth
- 28 K. to R. second
- 29 B. takes B.
- 30 Q. takes Kt.
- 31 R. takes R.
- 32 K. to Kt. square
- 33 Q. to K. B. third
- 34 K. to R. square
- 35 Q. to K. B. square
- 36 Q. takes Q.

And White gave mate in five moves.

-
- (*a*) Why not P. to K. B. fourth, in order to bring K. R. into play?
 (*b*) The proper reply.
 (*c*) An incautious move—Q. to Q. square would have been better.
 (*d*) Why not K. to R. square?

PROBLEM No. XLVI. BY HERR KLING.

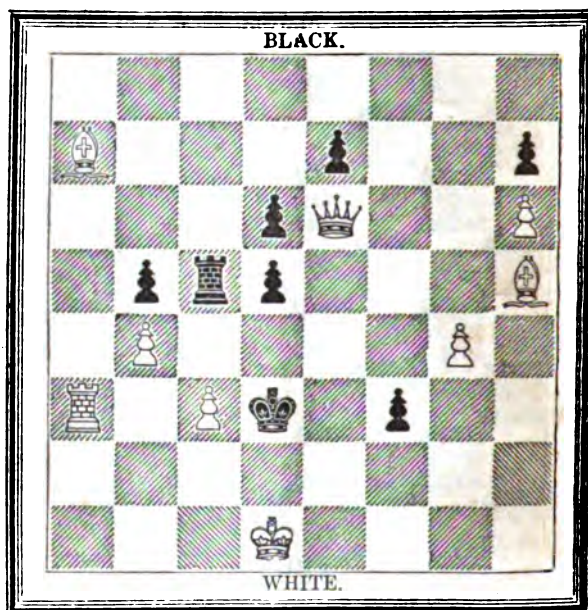


White to move and mate in four moves with Pawn.

SOLUTION TO PROBLEM No. XXXIX.

- | | |
|------------------------------|----------------|
| 1 R. to Q. B. eighth | 1 K. moves (A) |
| 2 R. to Q. R. eighth (check) | 2 Kt. takes R. |
| 3 P. mates | |
| A | |
| 2 K. to K. Kt. fifth | 1 P. takes P. |
| And Mates next move. | |

PROBLEM No. XLVII. BY HERB KLING.



White to move and mate in two moves.

SOLUTION TO PROBLEM XL.

- | | |
|------------------------------------|---------------|
| 1 B. to Q. fifth (dis. check) | 1 Q. takes R. |
| 2 R. to K. B. seventh (dis. check) | 2 Kt. covers |
| 3 R. to B. eighth (check) | 3 Q. takes R. |
| 4 Q. to Q. R. fourth (check) | 4 R. takes Q. |

Double Check and Mate.

SOLUTION TO PROBLEM XLII.

- | | |
|------------------------------|---|
| 1 Kt. to K. seventh | 1 P. to K. Kt. third (best) |
| 2 R. to K. Kt. fifth | 2 P. takes R. (best) (or A) |
| 3 P. to K. R. seventh | 3 Q. to K. R. eighth, or Q. R. square (or B, C, D.) |
| 4 P. Queens (check) | 4 Q. takes Q. |
| 5 Kt. to Q. B. sixth (check) | 5 K. to B. third |
| 6 B. to Q. fourth | |

Mates.

A.

- | | |
|---------------------------|----------------------|
| 3 B. takes Q. | 2 Q. to Q. fourth |
| 4 P. to Q. fourth (check) | 3 P. takes R. (best) |
| 5 Kt. to Kt. eighth | 4 K. to B. third |

Mates.

B

- | | |
|---------------------|------------------|
| 4 P. Queens (check) | 3 K. to B. third |
| 5 Q. to Q. eighth | 4 K. takes Kt. |

Mates.

C

- | | |
|---------------|-------------------------------|
| 4 P. takes Q. | 3 Q. to Q. Kt. second (check) |
| 5 P. Queens | 4 K. to B. third (best) |

And mates next move.

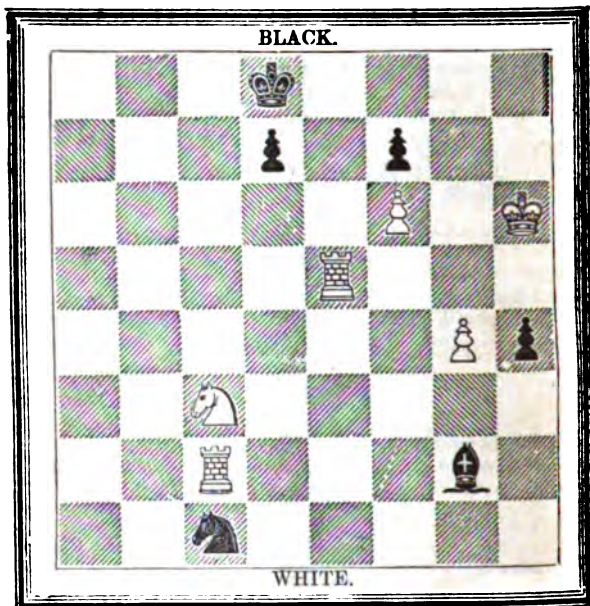
D

- | | |
|---------------|-------------------|
| 4 B. takes Q. | 3 Q. to Q. fourth |
| 5 P. Queens | 4 K. mates (best) |

And mates next move.

[The variations arising from Q. checking at Kt. second for Black's second move, are of similar character to variation C, and very simple.]

PROBLEM No. XLVIII. BY HERR ANDERSEN, (originally given in six moves.)



White to move and mate in five moves.

SOLUTION TO PROBLEM XLVIII.

- 1 B. to Q. B. fourth (check)
- 2 Kt. to K. fifth (check)
- 3 Q. to Q. R. fifth (check)
- 4 R. to K. third (check)
- 5 Q. to K. square

- 1 K. takes B. (A.)
- 2 K. to Q. fourth (best)
- 3 K. takes Kt.
- 4 K. takes R.

Mate.

A

- 2 Kt. takes R. (check)
- 3 Q. takes Q. (check)
- 4 Kt. to B. second
- 5 Q. to K. R. sixth, K. third, or Kt. mates as Black plays.

- 1 R. takes B.
- 2 K. to K. fourth (best)
- 3 K. takes Kt. (best)
- 4 Anything

CHess LESSONS FOR THE JUVenILES

By KLING AND HORWITZ.

KING'S BISHOP'S GAMBIT ARISING OUT OF KING'S KNIGHT'S GAMBIT.

White

1. P. to K. fourth
2. P to K. B. fourth
3. B. to Q. B. fourth (a)

Black.

1. P. to K. fourth
2. P. takes P.

(a) The game from this move becomes what is termed the King's Bishop's Gambit. It is, however, frequently converted into a King's Knight's Gambit, *e. g.* :

$^3 \frac{\text{P. to K. Kt. 4}}{\text{Kt. to K. B. 3}}$ $^4 \frac{\text{B. to K. Kt. 2}}{\text{B. to K. Kt. 2}}$ and the position is the same as in the King's Knight's Gambit.

White

4. K. to B. sq.

Block

3. Q. to K. R. fourth (ch.)
4. P. to K. Kt. fourth

We have here the general mode of attack and defence. White from this point may vary his attacks, but we shall for the present confine ourselves to some of the leading moves.

White

5. P. to Q. fourth

Black.

5. P. to Q. third (b) (c).

(b) The proper reply—were black to play ⁵ P. to K. R. third
he would lose his Q. For example, 6 B. takes K. B. P. (check)
K. to Q. square (d)

7 $\frac{\text{Kt. to K. B. third}}{\text{Q. to K. Kt. fifth}}$ 8 $\frac{\text{P. to K. R third}}{\text{Q. to K. Kt. sixth}}$ 9 $\frac{\text{B. to Q. second}}{\text{Q. to K. Kt. sixth}}$
And wins Q. next move.

(c) An inexperienced player might here play 5 P. to K. B. sixth with the view of exchanging it for King's Pawn, but it would give White a formidable attack. For instance, 6 Kt. takes P. Q. takes K, P.

7 B. takes B. P. (check)
K. to Q. square (e)
best of the game.

(d) Were Black to take B. he would lose Q. in two moves.

(e) Black would lose Q. were he to take Bishop.

White.

6. Kt. to K. B. third

Black.

6. Q. to K. Kt. fifth (f)

(f) The proper move is Q. to K. R. fourth.

7. P. to K. R. fourth

7. B. to K. second

8. Kt. to Q. B. third

8. Kt. to Q. B. third

9. Kt. to Q. fifth

9. B. to Q. square

10. P. takes P.

And White has here the better game. Were Black now to play

10 B. to K. third he would lose his Q. in the following way,

R. to K. R. fourth

12 B. takes P.

and wins Q.

11 Q. to K. Kt. sixth

We shall resume the game in our next number.

CHESS INTELLIGENCE.

ANNUAL FESTIVAL OF THE READING AND BERKSHIRE CHESS CLUB.

We feel much pleasure in recording the great success which has attended the holding of the usual annual soiree and dinner in celebration of the establishment of the above society, which has now had an existence of nearly six years. The New Public Hall, according to announcement, was opened for play at 6 o'clock, p.m., on Wednesday last, and soon after that hour, a highly-respectable company, about 80 in number, assembled to witness the progress of some of the most skilful amateurs of the game on this occasion; among those present we observed Dr. Cowan, T. S. Little, Esq., Rev. F. Young, H. Staunton, Esq., Herr Horwitz, Wm. Blandy, Esq., Mr. Thomas Morris, Mr. Harris (Richmond), W. Wayte, Esq. (Cambridge), J. Shorland, Esq., J. H. Watlington, Esq., Mr. Duncan (Southampton), Mr. Westlake (do.), Mr. Lenham (do.), Mr. Sherland (do.).

The various games were warmly contested, and the spectators had an opportunity of witnessing some of the best description of play in this intellectual recreation. The interest manifested by the ladies present in the various stages of the encounters proved that they could also appreciate and understand the numerous brilliant combinations and manœuvres made by many of the skilful antagonists opposed to each other in this peaceful warfare.

The "witching hour of morn" had almost arrived before the last combatants left this scene of bloodless strife; hostilities were, however, resumed in the Club-room, on Thursday morning, at 10 o'clock, and kept up with great spirit until 5 o'clock, when the annual dinner took place at the George Hotel. Sincere regret was felt at the absence of Mr. Staunton, who was obliged to leave just previous to this entertainment. The dinner was served up in Mrs. Mason's usual excellent style, and gave every satisfaction.

Mr. WORGAN occupied the chair, and, amongst the company we noticed the following gentlemen:—Wm. Blandy, Esq., Admiral Allen, C. Stephens, jun., Esq., E. Williams, Esq. (London), T. Rogers, Esq., E. Vines, Esq., H. Simonds, Esq., W. Sloccombe, Esq. J. H. Watlington, Esq., Herr Horwitz, Mr. George Cooper, Mr. Thos. Morris, Mr. Lediard, Mr. Duncan, Mr. Lanham, Mr. Westlake, Mr. Shorland, Mr. Henry Adams, Mr. H. E. Jordan, Mr. T. S. Little, Mr. T. C. Williams, Mr. Hoffman, jun., Mr. Alhutt, Mr. Bourn, &c. &c.

The CHAIRMAN proposed "the Queen, Prince Albert, and the rest of the Royal Family" (applause).

The CHAIRMAN proposed "the Army and Navy, and Admiral Allen" (cheers).

Admiral ALLEN thanked them for the compliment of drinking his individual health, and also for that of the naval service; and hoped, should they ever be called upon—and he was sadly afraid they would—they would ever be found efficient in their duty (applause).

The CHAIRMAN said, the next toast he was about to propose was one which would meet with their universal approbation. They were all aware that, however men may be attached to science, and however much they might feel anxious in the success of any institution, still that success was greatly derivable and attributable to the support and good-will rendered by the leading and influential gentlemen of the neighbourhood (applause). It was with considerable satisfaction that he knew that the Reading Chess Club had greatly received such support, and, therefore, he gave "the Vice-Presidents of that club," coupling with it the name of Mr. William Blandy (loud applause).

Mr. BLANDY returned thanks. He said they had most assuredly taken him quite by surprise, for he did not anticipate that his name would have been brought before them, or, at all events, at so early a period of the evening. He would only say that he must plead that he had been a most unfaithful member of that club, as he had been with very many other institutions in the town with which his name had been connected; however, he had had much pleasure in contributing what little he could to the support of that institution, because he had always felt that such institutions tended to the advancement of mankind, and afforded admirable recreation, while it developed intellect as well as excited a considerable amount of amusement (hear, hear). Therefore he felt it was one that was well entitled to the consideration of the support of all those who had a regard for the prosperity of those institutions which were likely to promote science—to promote harmony—and to promote good feeling (applause). It had always been his feeling that the great want of Reading had been such institutions as would enable all to meet together on friendly terms, and to promote that kindly feeling and that good harmony which, totally irrespective of those political and social differences which must ever exist in a free country, ought to be established, where the hand of fellowship can

be extended to every one, when mutual and friendly feelings can be exchanged, and thus have a tendency to advance those things which were likely to be of service and benefit amongst them (cheers). With respect to his colleagues, he was afraid, to the best of his recollection, they must all plead guilty to having done very little indeed to promote the institution to which they had done them the honour of electing as vice-presidents. He was sure he was only expressing their feelings in expressing his own, that they should all be very happy to continue to promote the success and advancement of the Reading Chess Club (loud applause).

The CHAIRMAN said, they were all aware that a club, so successful as the Reading one had been—he meant in point of reputation—could not have attained that great success, and they might, without any self-exaltation, say that they were, probably, only second to one club in point of intellectual capabilities—had it not been for the countenance and friendship of those very giants in the profession, who had honoured them from time to time with their company. They had had the countenance of Messrs. Staunton, Horwitz, Williams, and many others on this anniversary, and therefore with considerable pleasure he begged to propose their good healths (loud applause).

Mr. HORWITZ said he rose with a feeling of unmingled satisfaction to thank them for the kind manner in which they had received him there a second time, and he might congratulate them on the progress that the chess club had made, and he was quite sure if it went on in its course as prosperously as it had hitherto done, there would be very few clubs in this realm which would excel it, in point of intellectual capabilities (applause).

Mr. WILLIAMS also briefly returned thanks. This was the second time they had done him the honour of inviting him to the anniversary of that club, but he had been pleased the most on this occasion, because he saw more faces around him whom he knew, and likewise more chess talent; might each anniversary increase in a greater ratio. He could only repeat the sentiments expressed by his talented friend, Mr. Horwitz, in wishing long life and prosperity to the Berkshire Chess Club (applause). And in conclusion begged to propose the health of the President on that occasion, Mr. Worgan (loud applause).

The CHAIRMAN, in acknowledging the compliment, said he felt little merit was due to himself; if any at all, it was because he had given heart and soul and exercised his best energies in assisting to bring it to its present successful position. He felt that considerable credit was due to the respected Secretary—(loud cheers)—whose exertions had been indefatigable—and with such an able coadjutor, and the support he had received from those gentlemen forming the committee, his labours had been comparatively trifling. He thanked them all (applause).

Mr. LADLAND proposed the health of Mr. Duncan, and the members of the Southampton Chess Club. They must all feel a sense of deep obligation to those gentlemen for having come so great a

distance to honour them with their presence, and afforded them such an amount of amusement, more especially their worthy president, Mr. Duncan. (Applause.)

Mr. DUNCAN in returning thanks, said he felt especial gratification in accepting their invitation. The Southampton Club was yet in its infancy—they were mere novices in the game, but he hoped they would have more time, and then perhaps be able to follow the example of the Reading Club. He would express his sense of the personal kindness and hospitality he had received during his visit, and hoped when their next tournament took place, he might be there to see them. He had often heard of the fame of the Reading Chess Club, and that the Penzance and Cambridge Clubs have had to succumb to it, and he himself could now speak on the aggregate ability displayed by the various members of the club, and therefore he had considerable pleasure in proposing the prosperity of the Reading Chess Club. It would almost be superfluous with such facts as they had before them, in asking them to drink prosperity to its club, inasmuch as it could scarcely fail of being otherwise, especially when a club was possessed of such an indefatigable Secretary as Mr. Hodges—(applause)—guided and controlled by such efficient rules, and visited by such distinguished artistes in the science. (Applause.) He and his friends would be most delighted at any time to meet any of them at their Club at Southampton; and in conclusion, proposed prosperity to the Reading Chess Club. (Loud applause.)

The CHAIRMAN said he had great pleasure in proposing a toast, which he was sure would be received most cordially. He had already alluded to the ability and indomitable perseverance of their worthy Secretary, (applause) whose great talent and whose great industry and energy have done so much for the support of that club (applause). He was certain they all knew and appreciated those sentiments, and therefore he would at once propose to them the health of Mr. William Hodges, jun., and the officers of the Reading Chess Club (loud applause).

Mr. HODGES said, as Secretary to the Club, he begged to return his sincere thanks for the kind manner in which the last toast had been received. He certainly did not anticipate that it would have been responded to in so kind and flattering a manner. Mr. Duncan had stated that Cambridge and Penzance had been obliged to succumb to the powers of Reading, but on this occasion the Reading Chess Club had been obliged to succumb to the Southampton club. He (Mr. Hodges) had been obliged to abstain as much as possible from pursuing the study of that fascinating game, but on another occasion he hoped to have the honour, with increased vigour, of again entering the field with them, and retrieve the laurels he had lost on that occasion. His kind friend, Mr. Staunton, had told him that he had heard the club was almost defunct. Did it look like a defunct society to look around the table? (applause.) Did it look like a defunct society, when he had so recently shown his statement of accounts, showing a balance of income over

their expenditure, of which even a Chancellor of the Exchequer might be proud (laughter and applause). But he had found like that talented individual, the balance had been a great and serious drawback, for already some of their enthusiastic members had been inquiring what they would do in the event of their having another year a considerable surplus in hand. He had informed them that if such was the case, they would endeavour to *extricate* themselves from so difficult a position (laughter). He was exceedingly obliged to Mr. Worgan and the members of the committee for the support they had invariably rendered him, and also to the non-playing members, and the Vice-Presidents, and hoped all would continue their kindness and assistance; then sure was he, that they would meet, not only with increased numbers, but also in increased skill, thus perpetuating an amusement, which is accompanied by so many pleasing associations. In return, he thanked them all (loud cheers).

The CHAIRMAN gave "the Non-paying Members," coupling with it the names of Mr. H. Simonds and Mr. Cooper, who respectively and briefly returned thanks.

The CHAIRMAN proposed "the Borough and County Members," and particularly mentioned the kind support the club had received from Mr. Keating, M.P.

MR. W. BLANDY proposed "the Mayor and Corporation," to which Mr. Worgan responded.

The greatest harmony and good feeling prevailed throughout the evening.—*Berkshire Chronicle*

It has frequently been suggested to us, that it would be more agreeable and convenient to our subscribers if we were to insert the solutions of the Chess Studies and Problems in the same number in which they appear, instead of publishing them in the succeeding number. We are inclined to think well of the proposal ourselves, but before acting upon the suggestion, we are desirous of ascertaining the general feeling of our subscribers upon this subject; and we accordingly request to be favoured with their opinions upon the above proposal. Should the wishes of our correspondents be favourable to the alteration, we shall adopt it in an early number. In that case the solutions will appear on the last pages of each month's part, and not as hitherto, under the diagrams.

We have again to solicit our subscribers to assist us in obtaining the names and addresses of the Secretaries of the various Chess Clubs throughout the country.

* * Match between Messrs. Harrwitz and Williams.—The result of the second match between these celebrated players is as follows—Harrwitz, 7. Williams, 2. Drawn, 3.

STUDIES FOR THE JUVENILES.

The Mate with Knight and Bishop illustrated in three Lessons.

Position No. I.



SOLUTION TO CHESS STUDY NO. LV.

White wins by pushing Pawn to K. R. seventh.

The Student frequently prolongs the game in a position like the one under our notice, by failing to make the correct move at once.

GAME PLAYED BETWEEN MESSRS. RANKEN AND TURTON.

White—MR. RANKEN.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 Kt. to Q. B. third
- 4 B. to B. fourth
- 5 B. to Kt. third
- 6 R. P. takes B.
- 7 Castles
- 8 P. to Q. fourth
- 9 Q. takes P.
- 10 Kt. to K. R. fourth
- 11 Kt. to B. fifth
- 12 B. to B. fourth
- 13 Q. to Q. second
- 14 K. R. to Q. square
- 15 Q. takes B.
- 16 Q. Kt. to K. second
- 17 Q. Kt. to Q. fourth
- 18 Kt. to K. seventh (check)
- 19 Q. Kt. to K. sixth
- 20 Q. to B. fifth
- 21 Kt. takes Kt.
- 22 Kt. takes B. P.
- 23 Kt. to Q. fourth
- 24 Q. to Q. fifth
- 25 Q. takes Q. P.
- 26 Q. to Q. B. seventh
- 27 Q. H takes P.
- 28 Q. takes Kt. P.
- 29 P. to K. B. third
- 30 Q. to Q. Kt. fourth
- 31 Kt. to Q. B. sixth
- 32 Q. R. to Q. seventh
- 33 Q. R. takes Kt.
- 34 K. to B. square
- 35 R. takes R.
- 36 K. takes Q.
- 37 K. to Q. second

Black—MR. TURTON.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. third
- 4 B. to K. third
- 5 B. takes B.
- 6 P. to Q. B. third (a)
- 7 B. to K. second
- 8 P. takes P.
- 9 Kt. to R. third
- 10 Castles
- 11 Kt. to K. square
- 12 B. to B. third
- 13 B. to K. fourth
- 14 B. takes B.
- 15 Q. to B. third
- 16 Q. takes Kt. P. (b)
- 17 Q. to Q. B. sixth
- 18 K. to R. square
- 19 P. to K. Kt. fourth (c)
- 20 Kt. to Kt. second
- 21 Q. takes Kt.
- 22 Kt. to B. fourth
- 23 K. R. to K. square
- 24 R. to K. fourth
- 25 Kt. takes K. P.
- 26 P. to Kt. fifth
- 27 R. to K. B. square
- 28 Q. to K. B. third
- 29 Kt. to Q. third
- 30 R. to K. Kt. square
- 31 R. to K. third
- 32 P. takes P.
- 33 P. to B. seventh (check)
- 34 R. to K. eighth (check)
- 35 P. takes R. "Queens" ch.)
- 36 R. to K. square (check)
- 37

And Black resigns.

(a) Losing time. Why not B. to K. second, or Kt. to Q. B. 7th.

(b) Bad play. Were White to play K. Kt. to Q. fourth, Black must lose Queen next move.

(c) Why not take P. with Kt.

GAME BETWEEN MM. LARGE AND HOFFMANN.

*(From the Schachzeitung.)***White—M. LARGE.**

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 Castles
- 5 P. to Q. fourth
- 6 P. to Q. fifth
- 7 B. to K. third
- 8 P. takes Kt.
- 9 P. to K. B. fourth
- 10 P. takes P.
- 11 Kt. to Q. B. third
- 12 Q. to Q. second
- 13 P. to K. B. fourth
- 14 B. takes P.
- 15 K. to R. square
- 16 Kt. to Q. R. fourth
- 17 R. takes Kt.
- 18 Q. takes B.
- 19 R. to K. Kt. square
- 20 B. to K. R. sixth
- 21 Q. to Q. fourth
- 22 B. takes R.
- 23 P. takes P.
- 24 Q. to Q. B. fifth (check)
- 25 Q. takes B.
- 26 Kt. to Q. B. third
- 27 Q. takes Q. B. P.
- 28 Q. to Q. B. eighth (check)
- 29 Q. to K. R. third
- 30 R. to Q. square
- 31 Q. to K. Kt. third
- 32 R. to K. Kt. square
- 33 R. to K. square
- 34 P. to K. fifth
- 35 Kt. to K. fourth
- 36 P. takes P. (check)
- 37 Q. to K. B. third
- 38 R. to K. B. square

Black—M. HOFFMAN.

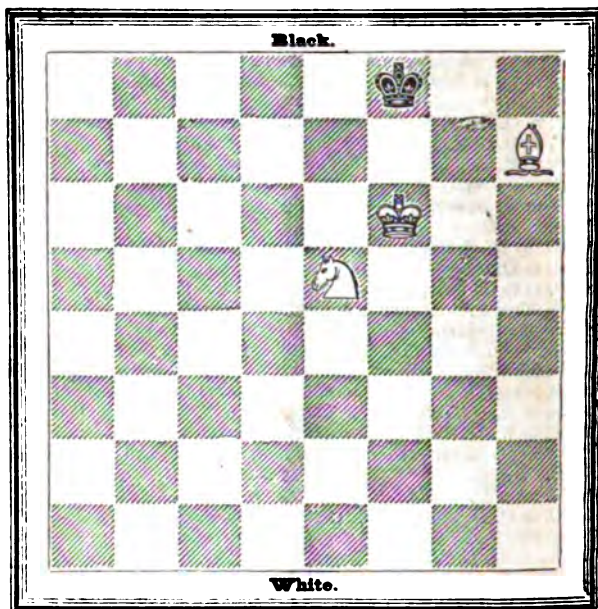
- 1 P. to K. fourth
- 2 P. to Q. third
- 3 B. to K. second
- 4 B. to K. Kt. fifth
- 5 Kt. to Q. B. third
- 6 Kt. to Q. fifth
- 7 Kt. takes Kt. (check)
- 8 B. to Q. second
- 9 Kt. to K. B. third
- 10 P. takes P.
- 11 Kt. to K. Kt. fifth
- 12 Castles
- 13 P. takes P.
- 14 B. to Q. B. fourth (check)
- 15 P. to Q. B. third
- 16 Kt. to K. B. seventh (check)
- 17 B. takes R.
- 18 P. to Q. Kt. fourth
- 19 P. to K. Kt. third
- 20 P. takes B.
- 21 P. to K. B. third
- 22 K. takes B.
- 23 B. takes P.
- 24 Q. to K. second
- 25 R. to Q. square
- 26 R. to Q. seventh
- 27 Q. to K. fourth
- 28 K. to Kt. second
- 29 R. takes Q. B. P.
- 30 P. to K. R. fourth
- 31 Q. to K. second
- 32 P. to K. Kt. fourth
- 33 Q. to Q. Kt. fifth
- 34 Q. to Q. Kt. second (check)
- 35 R. takes Q. Kt. P.
- 36 K. to K. B. square
- 37 K. to Kt. third
- 38 R. to Q. Kt. eighth

And White announced Mate in four moves.

Position No. 2.

After the fourth move of Black.

(Continued from page 273.)



SOLUTION TO CHESS STUDY NO. LVI.

- | | |
|-------------------------------|-----------------------|
| 1 Q. to Q. third (check) | 1 K. to Q. R. second |
| 2 Q. to Q. fifth (check) | 2 K. to Q. Kt. square |
| 3 Q. to K. B. fifth (check) | 3 K. to R. second |
| 4 Q. to K. B. seventh (check) | 4 K. to Kt. square |
| 5 Q. to K. R. seventh (check) | 5 K. to R. second (a) |

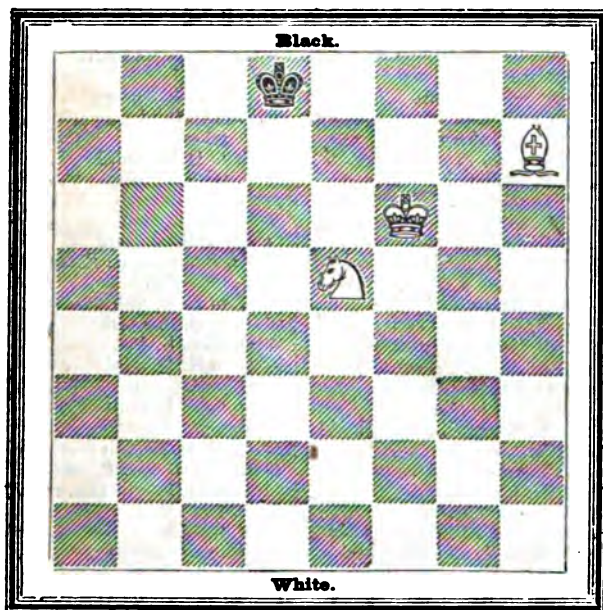
And draws.

(a) If Black were to play to any square, by which White might check with Knight, he would lose.

Position No. 3.

After Black's fourth move.

(Continued from page 273.)



SOLUTION TO CHESS STUDY NO. LVII

- 1 K. to B. second
- 2 B. to Q. sixth (check)
- 3 B. to K. fifth
- 4 B. takes P.
- 5 B. takes Kt. P.

- 1 K. to R. seventh (a)
- 2 K. to R. eighth
- 3 P. to Kt. sixth (check)
- 4 B. moves

Mate.

(a) Were Black to push Pawn, White would Mate in two moves.

GAME PLAYED BETWEEN MESSRS. MERCER AND WILSON.

*(Evans' Gambit.)**White*—R. D. MERCER.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 K. B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 Castles
- 7 P. to Q. fourth
- 8 P. takes P.
- 9 P. to K. fifth
- 10 B. takes K. B. P. (check)
- 11 Q. to Q. Kt. third (check)
- 12 Kt. to K. Kt. fifth
- 13 B. to Q. R. third (check)
- 14 P. takes K. P.
- 15 Q. Kt. to B. third
- 16 Q. R. to Q. square
- 17 B. to Q. B. square (b)
- 18 K. R. to K. square (c)
- 19 Q. Kt. to K. fourth
- 20 Q. Kt. to Q. sixth
- 21 K. Kt. to K. sixth (check)
- 22 R. takes B.
- 23 R. takes K. Kt.
- 24 K. takes Q.
- 25 Q. takes B.
- 26 R. to K. B. sixth (check)
- 27 B. to K. R. sixth (check)
- 28 R. to K. square
- 29 K. to Kt. square
- 30 R. to K. eighth (check)
- 31 R. takes Kt.

Black—MR. WILSON.

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 K. B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to Q. B. fourth
- 6 P. to Q. third
- 7 P. takes P.
- 8 B. to Q. Kt. third
- 9 P. takes P. (a)
- 10 K. takes B.
- 11 K. to B. square
- 12 Kt. to K. R. third
- 13 Kt. interposes on K. second
- 14 Q. to Q. fifth
- 15 Q. to K. B. fifth
- 16 P. to Q. B. fourth
- 17 Q. takes K. P.
- 18 Q. to K. B. third
- 19 Q. to B. fourth
- 20 Q. to K. B. third
- 21 B. takes Kt.
- 22 Q. to K. R. fifth
- 23 Q. takes K. B. P. (check)
- 24 P. to Q. B. fifth (dis. check)
- 25 P. takes Q.
- 26 P. takes B.
- 27 K. to Kt. square
- 28 R. takes P. (check) (d)
- 29 Kt. to K. Kt. third
- 30 Kt. interposes

Mate.

(a) P. to Q. fourth must have given Black at once the advantage.

(b) Better than taking K. B. with Queen, for example—

- | | |
|----------------------------|----------------------|
| 17 Q. takes B. | 17 Q. takes Kt. |
| 18 Q. to Q. eighth (check) | 18 K. to B. second |
| 19 Q. takes R. | 19 B. to K. R. sixth |

And White must lose Queen.

(c) White might now have played as follows.—

- | | |
|-----------------------|--------------------|
| 18 Q. takes B. | 18 B. to Q. second |
| 19 Q. takes Q. Kt. P. | 19 R. to Q. square |
| 20 R. takes B. | 20 R. takes R. |
| 21 Q. takes R. | |

with the best of the Game.

(d) After such a move Mate becomes inevitable.

GAME PLAYED BETWEEN MESSRS. WORMALD AND GREEN,
OF OXFORD.

White—Mr. W.

Black—Mr. G.

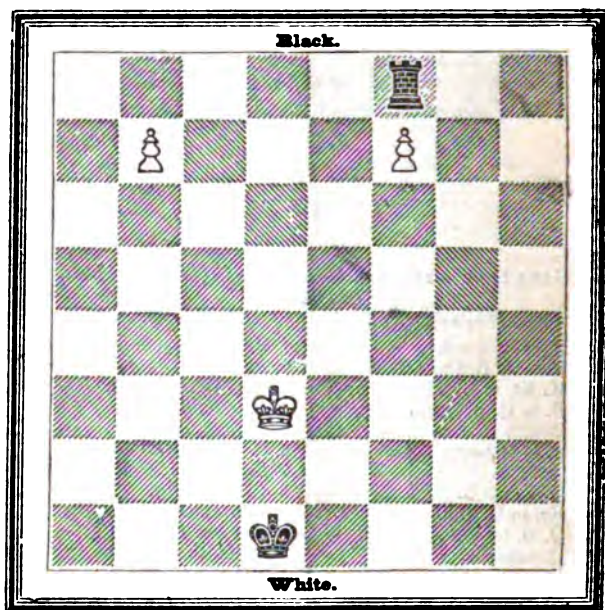
- | | |
|-------------------------|-------------------------|
| 1 P. to K. fourth | 1 P. to K. fourth |
| 2 P. to K. B. fourth | 2 P. takes P. |
| 3 K. Kt. to B. third | 3 P. to K. Kt. fourth |
| 4 B. to Q. B. fourth | 4 P. to K. Kt. fifth |
| 5 Castles | 5 Q. to K. second |
| 6 P. to Q. fourth | 6 P. takes Kt. |
| 7 Q. takes P. | 7 B. to K. R. third (a) |
| 8 Q. Kt. to B. third | 8 P. to Q. third |
| 9 Kt. to Q. fifth | 9 Q. to Q. second |
| 10 Q. B. takes P. | 10 B. takes B. |
| 11 Q. takes B. | 11 Q. Kt. to B. third |
| 12 P. to K. fifth | 12 P. takes P. (b) |
| 13 P. takes P. | 13 Kt. to K. square |
| 14 P. to K. sixth | 14 Kt. takes P. |
| 15 Q. B. to K. square | 15 P. to Q. B. third |
| 16 R. takes Kt. (check) | 16 K. to K. B. square |
| 17 R. to K. seventh | |

Black Resigns.

(a) Better to play Kt. to Q. B. third.

(b) The move above suggested now comes too late.

CHESS STUDY No. LXII. BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO CHESS STUDY No. LVIII.

- 1 R. to K. R. second
- 2 R. to Q. second
- 3 R. to K. second
- 4 R. to R. second
- 5 R. takes P.
- 6 K. to K. Kt. sixth
- 7 R. to Q. B. second
- 8 R. to Q. B. square
- 9 R. takes P.

- 1 K. to K. Kt. square (best)
- 2 K. to R. second (best)
- 3 K. to K. Kt. square
- 4 R. to Q. B. eighth
- 5 R. takes P.
- 6 R. to Q. Kt. fourth
- 7 P. to Q. B. fourth
- 8 R. to Q. Kt. seventh

And wins.

CHESS STUDY NO. LXIII. BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO CHESS STUDY NO. LIX.

- | | |
|---------------------------|-----------------------|
| 1 K. to Q. second | 1 K. to Q. Kt. fourth |
| 2 K. to Q. B. square | 2 K. to Q. B. fourth |
| 3 K. to Q. Kt. square (a) | 3 K. to Q. fourth |
| 4 K. to Q. B. square | |

And draws.

(a) Were White to play K. to Q. Kt. second, he would lose. The examination of positions of this kind will repay the Student.

CONSULTATION GAME PLAYED AT KLING'S CHESS ROOMS,
458, OXFORD STREET.

<i>Black.</i>	<i>White.</i>
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. to Q. fourth
3 K. P. takes P.	3 P. takes P.
4 K. Kt. to B. third	4 B. to Q. third (a)
5 B. to Q. B. fourth	5 P. to K. Kt. fourth
6 Castles (b)	6 P. to K. Kt. third
7 Kt. to K. square	7 Q. to K. B. third
8 P. to Q. fourth	8 Kt. to K. second
9 B. to Q. Kt. fifth (check)	9 P. to Q. B. third
10 P. takes P.	10 P. takes P.
11 B. to Q. B. fourth	11 P. to K. R. fourth
12 K. to R. square (c)	12 P. to K. R. fifth
13 Kt. to Q. B. third	13 Kt. to K. B. fourth (d)
14 Kt. to K. fourth	14 Kt. to K. Kt. sixth (check)
15 Kt. takes Kt.	15 R. P. takes Kt.
16 P. to K. R. third (e)	16 P. takes P.
17 Q. to K. second (check)	17 K. to Q. square
18 B. takes P. on K. B. fifth	18 B. takes B.
19 Q. B. to Q. square (f)	19 R. P. takes P. (dis. check)
20 K. to Kt. square	20 P. takes R. queen's (check)
21 K. takes Q.	21 R. to K. R. eighth (check)
22 K. to Kt. second	22 Q. to R. fifth
23 K. to K. B. third	23 Q. to K. Kt. fifth
24 K. to Kt. second	24 R. to K. R. seventh (check)
25 K. to Kt. square	25 Q. takes Q.
26 B. takes Q.	26 B. to K. sixth (check)
27 K. to B. square	27 P. to K. Kt. seventh (check)
28 Kt. takes P.	28 R. mate

(a) White might at once have won a Pawn, but it is questionable whether he could have maintained P. on K. B. fifth; and playing B. to Q. third gains him time.

(b) Checking with Q. at K. second, would have forced Black either to play his K. or to cover with Kt.; in the latter case the Q. would not have been able to play with advantage.

(c) A weak and timid move.

(d) This masterly move decides the game.

(e) About the best move—were Black to play Kt. to K. B. third, R. would take P. (check), followed by Q. to K. R. fifth with a winning game.

(f) Even worse than losing Q. at once.

GAME PLAYED IN A MATCH BETWEEN R. B. WORMALD, Esq.,
AND MR. E. OF OXFORD, THE FORMER PLAYER GIVING
THE ODDS OF K. Kt.

White.—Mr. W.

- 1 P. to K. fourth
- 2 B. to B. fourth
- 3 P. to Q. third
- 4 P. takes P.
- 5 Castles
- 6 P. to K. B. fourth (a)
- 7 P. to K. B. fifth
- 8 K. to R. square
- 9 Q. Kt. to B. third
- 10 P. takes Kt.
- 11 Q. to K. R. fifth
- 12 R. to K. B. third
- 13 B. to K. third
- 14 Q. R. to K. B. square
- 15 R. to K. R. third
- 16 Q. B. takes R. P.
- 17 B. to Q. B. square

Black.—Mr. E.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 P. to Q. fourth
- 4 Kt. takes P.
- 5 Q. B. to K. third
- 6 B. to Q. third (b)
- 7 B. to Q. B. fourth (check)
- 8 B. to Q. B. square
- 9 Kt. takes Kt.
- 10 Castles
- 11 B. to K. second (c)
- 12 Q. to Q. second (d)
- 13 Q. Kt. to B. third
- 14 B. to K. B. third
- 15 P. to K. R. third
- 16 K. R. to K. square

Resigns.

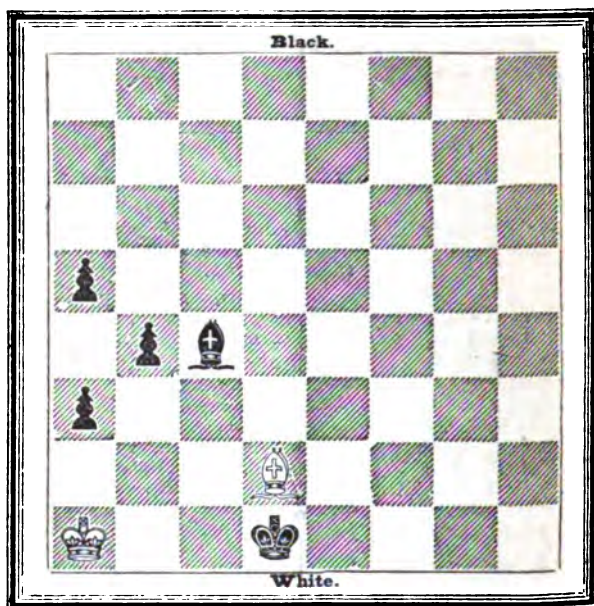
(a) Perhaps hardly sound but an attack istempting.

(b) Bad play.

(c) Preventing the advance of K. B. P.

(d) Almost his only move, he might perhaps have played Kt. to Q. second.

CHESS STUDY No. LXIV. BY MR. JONES (King's College.)



White moving first draws.

SOLUTION TO CHESS STUDY No. LX.

- | | |
|-------------------------------|---------------------|
| 1 K. to K. Kt. second (a) | 1 P. to Q. seventh |
| 2 R. to Q. seventh | 2 K. to Kt. eighth |
| 3 K. to B. square | 3 K. to B. eighth |
| 4 R. to Q. B. seventh (check) | 4 K. to Kt. seventh |
| 5 K. to K. second | 5 K. moves |
| 6 K. to Q. square | |

And wins.

(a) The only move to win; were White to play his Rook at this move he would lose.

SOLUTION TO CHESS STUDY No. LXI.

- | | | |
|---------------------------|--|----------------------------|
| 1 | | 1 Kt. to K. B. third (bad) |
| | | or (A. B.) |
| 2 R. to R. eighth (check) | | 2 Kt. to K. square (check) |
| 3 K. to K. sixth | | |

And wins.

- | | | |
|----------------------------|--|-----------------------------|
| | | A |
| 1 | | 1 K. to K. square |
| 2 K. to K. sixth | | 2 K. to Q. square (a) |
| 3 R. to Q. seventh (check) | | 3 K. to Q. B. square (best) |
| 4 R. to Q. fourth | | 4 Kt. to K. sixth (b) |
| 5 R. to Q. third | | 5 Kt. to K. B. eighth (or |

White wins Kt. in four moves, by advancing King.

(a) Were Black to play K. to B. square, White would play R. to K. R. third, and win.

(b) Were Black to play Kt. to K. B. seventh, White would win Kt. by advancing King.

VAR. I.

- | | | |
|---------------------|--|-------------------------|
| 5 | | 5 Kt. to K. Kt. seventh |
| 6 K. to K. B. fifth | | |

And wins Kt. in a few moves.

B

- | | | |
|---------------------------|--|----------------------------|
| 1 | | 1 K. to Q. B. square |
| 2 R. to R. eighth (check) | | 2 K. to Q. Kt. second |
| 3 R. to K. R. fourth | | 3 Kt. to K. sixth (or II.) |

Were Black to play Kt. to K. B. third, White would play R. to K. B. fourth, and win Kt. easily.

- | | | |
|-------------------------------|--|-------------------|
| 4 R. to Q. Kt. fourth (check) | | 4 K. to B. square |
| 5 R. to K. fourth | | |

And must win Kt.

VAR. II.

- | | | |
|------------------|--|------------------------|
| 3 | | 3 Kt. to K. B. seventh |
| 4 K. to K. fifth | | |

And must win Kt.

GAME PLAYED BETWEEN MESSRS. RANKEN AND TURTON.

(Allgaier Gambit.)

White—MR. RANKEN.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 K. Kt. to B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 K. B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 Q. Kt. to B. third
- 9 Kt. to Q. third
- 10 P. takes P.
- 11 B. takes B.
- 12 Kt. to K. B. fourth
- 13 B. to Q. Kt. fifth
- 14 Q. to Q. third
- 15 P. to K. fifth (a)
- 16 Kt. to K. fourth
- 17 Q. to Q. B. third
- 18 Q. takes Kt.
- 19 K. takes P.
- 20 K. to K. second
- 21 R. takes B.
- 22 B. to Q. B. fourth
- 23 R. to K. B. square
- 24 P. takes P.
- 25 Kt. takes K. R. P. (check)
- 26 R. takes B. P. (check)
- 27 R. to R. seventh (check)
- 28 B. to Q. third (check.)
- 29 P. takes Q.
- 30 K. to Q. second
- 31 Q. takes Kt. P.
- 32 Q. takes B. P. (check)
- 33 Q. to Q. B. fourth
- 34 P. to Q. fourth
- 35 Q. to Q. third
- 36 P. to Q. R. third
- 37 Q. to Q. R. sixth
- 38 K. to Q. third
- 39 K. to B. fourth

Black.—MR. TURTON.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. fourth
- 6 R. to R. second
- 7 B. to K. R. third
- 8 P. to Q. third
- 9 P. to K. B. sixth
- 10 Q. Kt. to B. third
- 11 Kt. takes B.
- 12 P. takes P.
- 13 B. to K. Kt. fifth
- 14 K. to B. square
- 15 B. to B. fourth
- 16 Kt. to Q. Kt. fifth
- 17 B. takes Kt.
- 18 P. to K. B. seventh (check)
- 19 Kt. to Kt. fifth
- 20 B. takes R.
- 21 R. to R. third
- 22 K. to Kt. second
- 23 P. takes P.
- 24 Q. to Q. fifth
- 25 R. takes Kt. (b)
- 26 K. to R. third
- 27 K. takes R.
- 28 Q. takes B. (check)
- 29 R. takes P. (check)
- 30 Kt. to B. third
- 31 Q. R. to K. square
- 32 Q. R. covers
- 33 Kt. to Q. fourth
- 34 R. to K. B. fourth
- 35 R. to K. B. second
- 36 K. to R. square
- 37 R. to B. seventh (check)
- 38 R. at B. second (check)
- 39 Kt. to Kt. third (check)

White—Mr. R.

- 40 K. to B. fifth
- 41 K. to Kt. fourth
- 42 K. to B. fifth
- 43 K. to Kt. fourth

Black—Mr. T.

- 40 R. to B. seventh (check)
- 41 B. takes Kt. P. (check)
- 42 R. to B. seventh (check)
- 43 R. to B. fifth (check)

And wins.

(a) Should have Castled on Q.'s side.

(b) Very hazardous. Should have played K. to R. square.

GAME PLAYED BETWEEN HERR VON PETROFF AND HERR
SZYMANSKI.

*(From the Schachzeitung.)**White*.—(HERR P.)

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 P. takes P.
- 4 P. to Q. B. fourth
- 5 Kt. to Q. B. third
- 6 Kt. to K. B. third
- 7 B. to K. second
- 8 Castles (b)
- 9 B. takes B.
- 10 Q. to Q. second
- 11 R. to Q. square
- 12 Kt. to K. fourth
- 13 P. to Q. R. third
- 14 B. to K. Kt. fourth (d)
- 15 B. to K. B. fifth
- 16 Kt. to K. B. sixth
- 17 Q. Mates

Black.—(HERR S.)

- 1 P. to K. third
- 2 P. to Q. fourth
- 3 P. takes P.
- 4 B. to Q. Kt. fifth (check)
- 5 Kt. to K. second
- 6 B. to K. Kt. fifth
- 7 P. takes P.
- 8 B. takes Kt.
- 9 P. to Q. B. third
- 10 Q. takes P. (c)
- 11 Q. to K. B. third
- 12 Q. to K. third
- 13 B. to Q. R. fourth
- 14 Q. to K. Kt. third
- 15 K. takes B.
- 16 K. to K. B. square

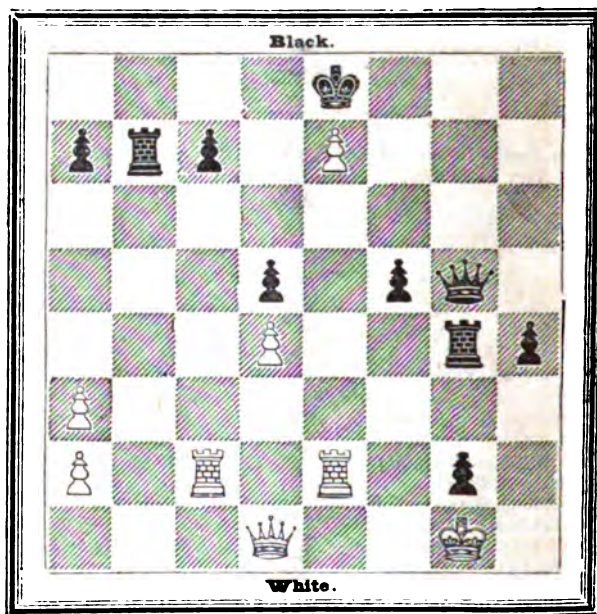
(a) Von de Laza here recommends Castling.

(b) The attack is kept up with great spirit and ingenuity.

(c) The taking of this second Pawn is ruinous to Black. Castling would have been better.

(d) This involves the loss of Black's Queen.

Chess Study. No. LXV.
From the Berlin Schachzeitung.



White to move and win.

SOLUTION TO CHESS STUDY No. LXII.

- | | |
|-----------------------------|-----------------------------|
| 1 Kt. to K. sixth (check) | 1 Kt. takes Kt. |
| 2 P. takes Kt. (dis. check) | 2 P. to K. B. fourth (or A) |
| 3 R. to K. fifth | 3 P. takes R. |
| 4 P. to K. seventh | |

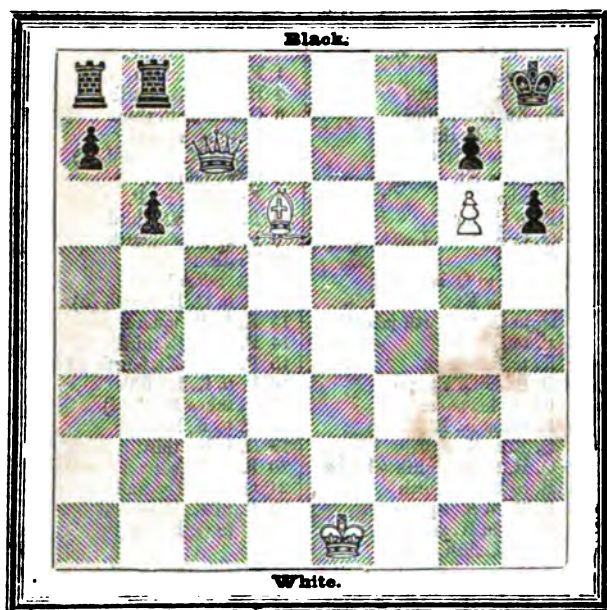
And wins.

A

- | | |
|--------------------|----------------------|
| 2 | 2 R. to K. B. fourth |
| 3 P. to K. seventh | |

And wins.

PROBLEM No. XLIX. BY HERR KLING.



White to move and mate in four moves.

SOLUTION TO PROBLEM No. XLIII.

- 1 Kt. to Q. sixth
- 2 B. to Q. fifth
- 3 B. to Kt. fifth
- 4 B. to Q. eighth
- 5 B. mates

Black's moves forced

GAME PLAYED AT CAMBRIDGE, BETWEEN MR. WAYTE AND A
GERMAN AMATEUR.

White, Mr. W.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 K. Kt. to B. third
- 4 P. to Q. B. third
- 5 K. B. to Q. Kt. fifth
- 6 B. takes Kt.
- 7 P. takes P.
- 8 P. to Q. fourth
- 9 Q. to K. second
- 10 Castles.
- 11 Q. Kt. to Q. second
- 12 B. takes Kt.
- 13 Q. to Q. B. fourth (check)
- 14 P. to Q. fifth
- 15 K. to R. square
- 16 Q. B. to Q. square
- 17 Kt. to his square
- 18 B. takes K. R. P.
- 19 Q. R. to K. square
- 20 Q. R. to K. eighth (check)
- 21 B. to K. B. fourth
- 22 K. R. to K. square
- 23 K. R. to K. sixth
- 24 B. to K. fifth

Black, Mr. —

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 Q. Kt. to B. third
- 4 Q. to K. second
- 5 Kt. to K. B. third (a)
- 6 Q. P. takes B.
- 7 Kt. takes K. P.
- 8 B. to Q. Kt. third
- 9 P. to K. B. fourth
- 10 Castles.
- 11 Kt. takes Kt.
- 12 P. to Q. B. fourth (b)
- 13 K. to R. square
- 14 P. to K. R. third
- 15 P. to K. Kt. fourth (c)
- 16 P. to K. Kt. fifth
- 17 Q. takes K. P. (d)
- 18 R. to K. B. third
- 19 Q. to her third
- 20 K. to R. second
- 21 Q. to her second
- 22 R. to K. B. second
- 23 P. to Q. B. third

And Black surrenders.

(a) Taking P. at once seems stronger.

(b) Why not P. to K. B. fifth.

(c) Black plays too open a game, against an opponent so wary and skilful.

(d) Unnecessarily exposing his game.

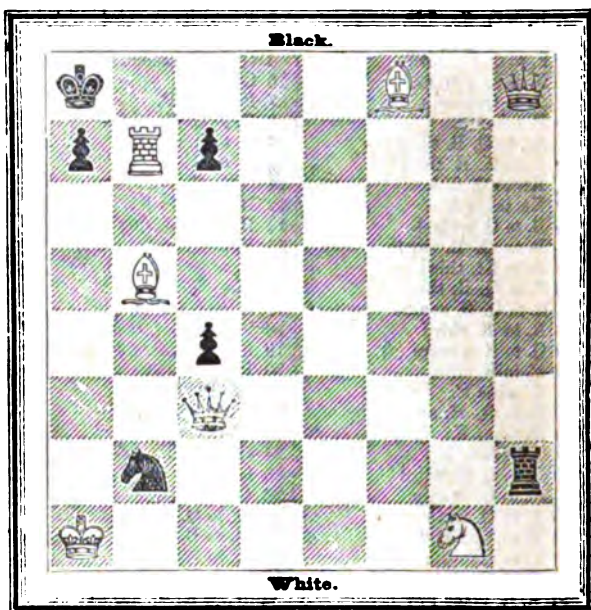
GAME PLAYED BETWEEN HERR KLING AND AN AMATEUR.

<i>Black.</i> —Mr. KLING	<i>White.</i> —AMATEUR.
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 Kt. to Q. B. third
3 B. to Q. Kt. fifth	3 Kt. to K. B. third
4 Castles	4 B. to Q. B. fourth
5 P. to Q. B. third	5 Q. to K. second (a)
6 R. to K. square	6 Castles
7 P. to Q. fourth	7 P. takes P.
8 P. takes P.	8 B. to Q. Kt. third
9 Kt. to Q. B. third	9 P. to Q. third
10 P. to K. R. third	10 P. to K. R. third
11 Kt. to Q. fifth	11 Q. to Q. square
12 Kt. takes B.	12 B. P. takes Kt.
13 B. to Q. second	13 P. to Q. R. third
14 B. to Q. B. fourth	14 P. to Q. Kt. fourth
15 B. to Kt. third	15 P. to Q. R. fourth (b)
16 P. to Q. R. third	16 B. to Q. second
17 R. to Q. B. square	17 R. to Q. B. square
18 R. to K. third	18 P. to Q. Kt. third (c)
19 Q. to K. square (d)	19 Kt. to K. R. second
20 P. to K. fifth	20 P. takes P.
21 P. takes P.	21 B. to K. third
22 B. to Q. B. second	22 Kt. to Q. fifth
23 B. takes Kt. (check)	23 K. takes B.
24 Kt. takes Kt.	24 Q. takes Kt. (e)
25 B. to Q. B. third	25 Q. to Q. second
26 R. to Q. square	26 Q. to Kt. second
27 R. to Q. sixth	27 B. to Q. fourth
28 R. to K. Kt. third	28 R. to B. fifth (f)
29 P. to K. sixth	29 P. to B. third
30 R. to Q. seventh	30 K. to K. fifth (g)
31 K. B. takes P. (check)	31 K. to R. square
32 Q. to Q. second	

White resigns.

-
- (a) A weak move; White must in a few moves retire with Q.
 (b) This move is only calculated to force Black's Bishop into a more favourable position.
 (c) Losing time.
 (d) A well-calculated move.
 (e) Better in the first place to have taken Rook with Rook.
 (f) Bishop to K. third would have been safer play.
 (g) A *dernier resort*.

PROBLEM NO. L. BY HENRY TURTON, Esq.

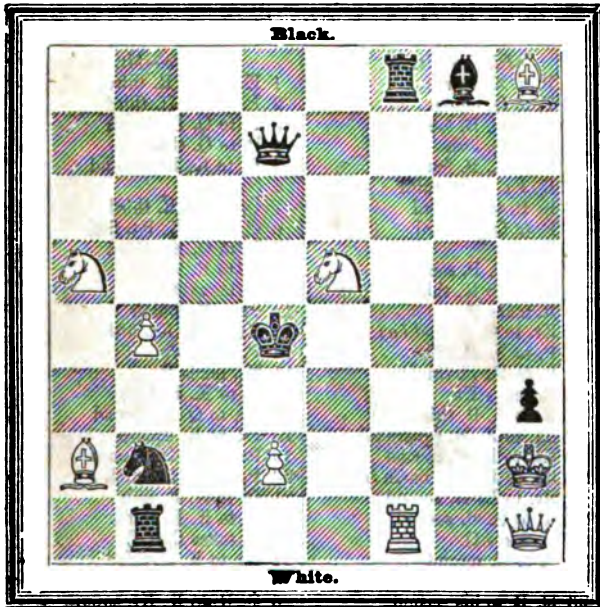


White to move and mate in four moves.

SOLUTION TO PROBLEM NO. XLIV.

- | | |
|------------------------------|----------------------|
| 1 R. to Q. Kt. sixth (check) | 1 P. takes R. (best) |
| 2 R. to Q. R. eighth (check) | 2 Kt. covers (best) |
| 3 Q. takes P. (check) | 3 Kt. takes Q. |
| 4 Kt. discovers mate | |

PROBLEM, No. LI. BY A. KEMP, Esq. (University College.)



White to move and mate in two moves.

SOLUTION TO PROBLEM No. XLV.

- 1 Q. to Q. third
- 2 Kt. to K. fourth
- 3 Mates according to
Black's play.

- 1 Kt. to Kt. fifth (best)
- 2 Anything

The Three following Games were recently played between Mr. HORWITZ and Mr. WATTS, the President of the Cambridge Chess Club the former player giving the odds of K. B P. and Move.

GAME I.

Black—Mr. W.

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 P. to Q. B. fourth
- 4 P. to Q. fifth
- 5 P. to K. B. fourth
- 6 K. Kt. to B. third
- 7 K. B. to Q. third
- 8 P. to Q. R. third
- 9 Castles
- 10 Q. to Q. B. second
- 11 Q. B. to K. third
- 12 R. takes B.
- 13 Kt. to Q. second (a)
- 14 P. to K. B. fifth
- 15 P. to K. R. third
- 16 R. takes Kt.
- 17 R. to K. B. third
- 18 Kt. to K. B. square (b)
- 19 Kt. to K. R. second
- 20 Kt. to K. Kt. fourth (c)
- 21 Kt. to K. R. second
- 22 Q. to K. B. second
- 23 Q. takes Q.
- 24 B. to K. second
- 25 B. to Q. third
- 26 Q. R. to his second
- 27 P. to Q. Kt. fourth
- 28 R. to K. B. square
- 29 R. to K. B. third
- 30 R. takes R.
- 31 Kt. to K. B. third
- 32 P. takes Kt.
- 33 P. takes P.
- 34 K. to B. square
- 35 R. takes Q. R. P.
- 36 B. to K. second
- 37 K. to his square
- 38 K. to Q. second
- 39 R. to Q. R. square

White—Mr. H.

- 1 K. Kt. to R. third
- 2 P. to K. Kt. third
- 3 P. to Q. B. fourth
- 4 P. to Q. third
- 5 B. to K. Kt. second
- 6 Castles
- 7 Q. Kt. to R. third
- 8 Q. B. to K. Kt. fifth
- 9 P. to Q. Kt. third
- 10 K. to R. square
- 11 B. takes Kt.
- 12 P. to K. fourth
- 13 Kt. to K. Kt. fifth
- 14 P. takes P.
- 15 Kt. takes B.
- 16 P. to K. B. fifth
- 17 Kt. to Q. B. second
- 18 Kt. to K. square
- 19 R. to K. Kt. square
- 20 P. to K. R. fourth
- 21 Q. to K. R. fifth
- 22 B. to K. B. third
- 23 B. takes Q. (d)
- 24 Kt. to K. B. third
- 25 R. to K. Kt. second
- 26 Q. R. to K. Kt. square
- 27 Kt. to K. R. second
- 28 R. to K. Kt. sixth
- 29 Kt. to K. Kt. fourth
- 30 B. takes R.
- 31 Kt. takes Kt. (check)
- 32 Q. B. P. takes P.
- 33 B. to K. eighth (dis-check)
- 34 B. takes Q. Kt. P.
- 35 R. to K. Kt. sixth
- 36 B. to Q. B. fourth
- 37 R. takes K. R. P.
- 38 R. to K. Kt. sixth
- 39 B. to K. Kt. eighth

And Black resigned.

- (a) Black should have taken P. *en passant*.
 (b) P. to Q. Kt. fourth was the move here.
 (c) Losing valuable time. Black plays below his strength.
 (d) Black's game is now surrounded with difficulties.

GAME II.

Black,—MR. W.

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 P. takes P.
- 4 B. to Q. second
- 5 Q. Kt. to B. third
- 6 Q. B. to K. third
- 7 Q. R. to Kt. square
- 8 K. B. to Q. third
- 9 Kt. to K. B. third
- 10 P. to K. fifth
- 11 Q. B. to Q. second
- 12 Q. to K. second
- 13 Kt. to Q. Kt. fifth
- 14 B. to K. B. fourth
- 15 B. to K. Kt. third
- 16 Kt. to Q. B. third
- 17 Castles
- 18 P. to Q. R. fourth
- 19 Q. Kt. to K. fourth (b)
- 20 Q. takes R.
- 21 Q. takes P.
- 22 Q. takes K. R. P. (check)
- 23 P. to K. B. fourth
- 24 P. to K. B. fifth (c)
- 25 B. takes Kt.
- 26 Q. to K. R. eighth (check)
- 27 R. takes Kt. (check)
- 28 P. to K. sixth (check)
- 29 B. takes Q.
- 30 K. to B. square
- 31 P. to K. seventh

White,—MR. H.

- 1 P. to K. third
- 2 P. to Q. B. fourth
- 3 Q. to her R. fourth (check)
- 4 Q. takes P.
- 5 Kt. to Q. B. third
- 6 Q. to her Kt. fifth
- 7 Kt. to K. B. third
- 8 B. to K. second
- 9 P. to Q. fourth
- 10 Kt. to K. Kt. fifth
- 11 Q. to Q. Kt. third
- 12 Q. to Q. B. second
- 13 Q. to her Kt. square (a)
- 14 Castles
- 15 P. to Q. R. third
- 16 P. to Q. Kt. fourth
- 17 Q. B. to Kt. second
- 18 P. to Q. Kt. fifth
- 19 R. takes Kt.
- 20 P. takes Kt.
- 21 Kt. to K. R. third
- 22 K. to B. square
- 23 Q. Kt. to Q. fifth
- 24 Q. Kt. takes P.
- 25 Kt. takes B.
- 26 K. to B. second
- 27 P. takes R.
- 28 K. to Kt. third
- 29 B. to Q. B. fourth (check)
- 30 B. to Q. second

And White resigned.

- (a) Q. to Q. square would have been a better move.

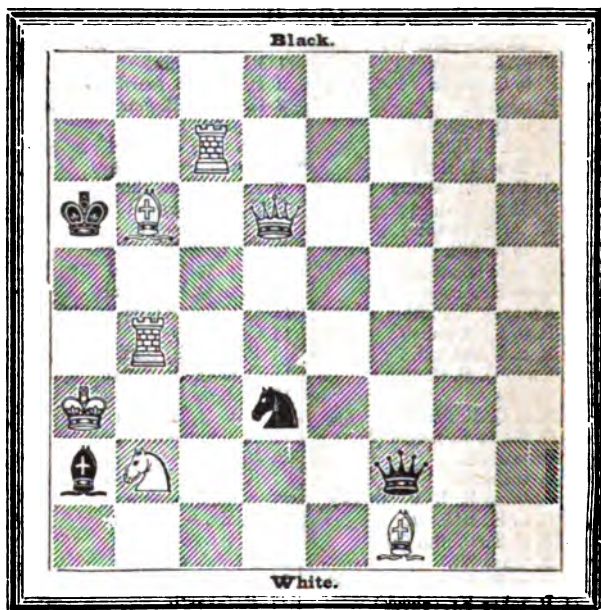
- (b) If White were at once to take Kt. Black would obtain a for-

midable attack, *e. g.* 19 P. takes Kt. 20 Q. takes P.
 21 Q. takes R. P. (check) 22 B. takes Kt. 23 K. takes Kt. (check);
 K. to B. second. Kt. takes B.

with a decidedly winning position.

- (c) Well played. The game throughout is conducted in masterly style by Black.

PROBLEM No. LII. BY MR. HAY.

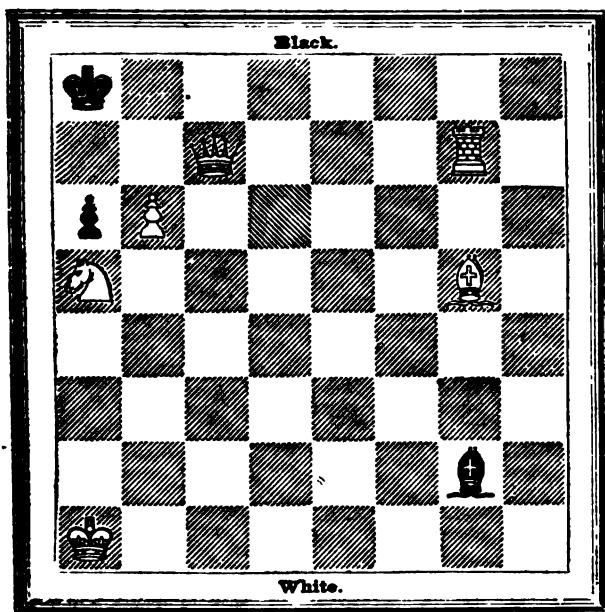


White moving first compels Black to mate him in five moves.

SOLUTION TO PROBLEM No. XLVI.

- 1 B. to Q. second
- 2 B. to K. square
- 3 Q. to E. R. square (check)
- 4 P. mates

PROBLEM NO. LIII. BY HERR KLING.



White mates with the Pawn in four moves.

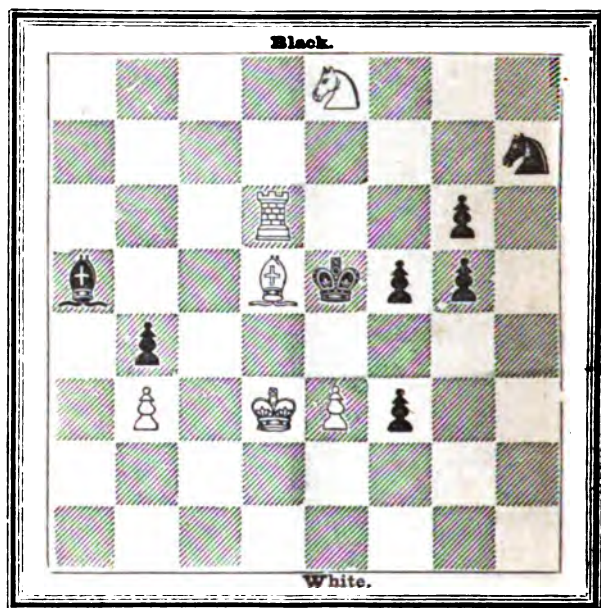
SOLUTION TO PROBLEM NO. XLVII.

- | | | |
|---------------------------------|--|----------------------|
| 1 B. to K. B. seventh | | 1 P. to Q. fifth (a) |
| 2 P. to Q. B. fourth (dis. ch.) | | |

Checkmate.

(a) Any other move, White mates with Queen.

PROBLEM No. LIV. BY FRED R. (of B.)



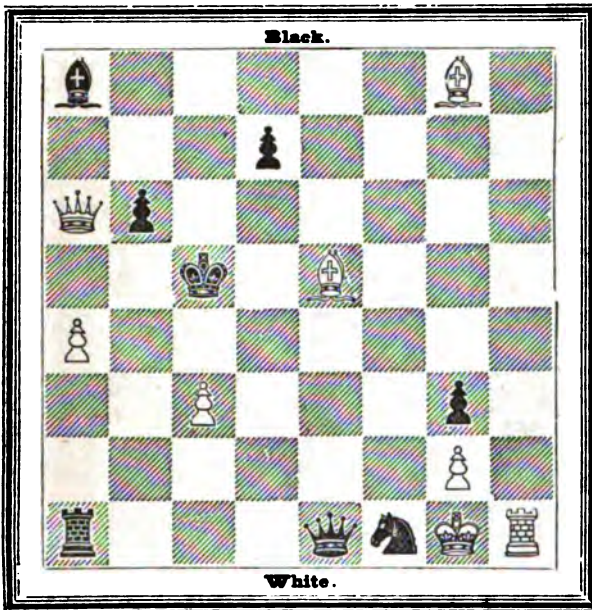
White to move and mate in four moves.

SOLUTION TO PROBLEM No. LXVIII.

- | | |
|-----------------------|------------------------------|
| 1 Kt. to Q. fifth | 1 P. to Q. third (best) |
| 2 Kt. to Q. Kt. sixth | 2 B. to Q. Kt. second (best) |
| 3 R. to Q. R. fifth | |

Mates in two moves.

PROBLEM No. LV. BY G. BAILEY, Esq. (Nottingham).



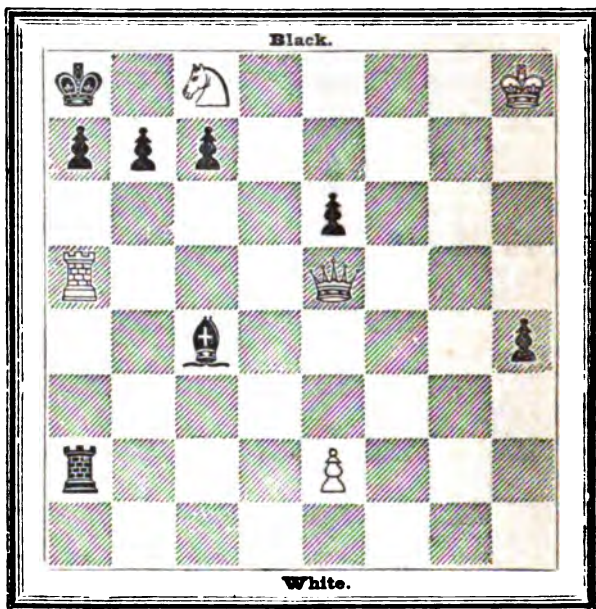
White compels Black to Checkmate in four moves.

ENIGMA No. I.

- | | |
|-----------------------|-------------------------|
| 1 K. at K. Kt. fourth | 1 K. at K. fifth |
| 2 Kt. at Q. B. eighth | 2 Ps. at K. second, and |
| 3 Q. at Q. second | K. fourth |

White to move and mate in four moves.

PROBLEM NO. LVI. BY HENRY TURTON, Esq.



White to move and mate in five moves.

ENIGMA No. II.

- 1 K. at Q. B. third
- 2 Kt. at Q. B. second
- 3 B. at Q. R. third

- 1 K. at Q. Kt. eighth
- 2 P. at Q. B. seventh, and
Q. B. fifth

White to mate in four moves.

GAME III.

BETWEEN MESSRS. WAYTE AND HORWITZ.

Black—MR. W.

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 B. to Q. third
- 4 P. to K. R. fourth
- 5 P. to K. R. fifth (a)
- 6 P. takes P.
- 7 P. to K. B. fourth
- 8 P. to K. fifth (b)
- 9 P. takes P.
- 10 Q. to K. B. third
- 11 Kt. to Q. second
- 12 Kt. to K. fourth
- 13 K. to B. second
- 14 P. to Q. R. third
- 15 Kt. to K. second
- 16 Kt. takes Kt.
- 17 P. to K. B. fifth
- 18 P. to K. Kt. fourth
- 19 K. B. to K. fourth (c)
- 20 B. takes B.
- 21 B. takes K. R. P.
- 22 R. takes B.
- 23 R. to K. R. seventh
- 24 P. to Q. B. third
- 25 Q. takes P.
- 26 Q. R. to K. R. square
- 27 Q. takes Q. P.
- 28 P. takes R.
- 29 K. to his square
- 30 K. to B. second

White—MR. H.

- 1 P. to K. third
- 2 P. to K. Kt. third
- 3 P. to Q. B. fourth
- 4 P. takes P.
- 5 B. to K. Kt. second
- 6 P. to K. R. third
- 7 Q. Kt. to B. third
- 8 P. to Q. third
- 9 Q. takes P.
- 10 B. to Q. second
- 11 Castles (c)
- 12 Q. to Q. Kt. fifth (check)
- 13 P. to K. fourth
- 14 Q. to K. B. square
- 15 Kt. to K. B. third (d)
- 16 Q. takes Kt.
- 17 Kt. to K. second
- 18 K. R. to K. B. square
- 19 B. to Q. B. third
- 20 P. takes B.
- 21 B. takes B.
- 22 Q. to K. Kt. fourth
- 23 Kt. to Q. fourth
- 24 P. to K. fifth
- 25 Q. takes P. at K. Kt. third
- 26 Q. R. to K. square
- 27 R. takes K. B. P. (check)
- 28 Q. takes P. (check)
- 29 Q. to her Kt. eighth (check)
- 30 Q. to K. B. fourth (check)

And the Game was drawn.

(a) Black loses no time.

(b) To prevent White from bringing his Q. B. into play.

(c) Castling just now is very hazardous, particularly on the Q. side.

(d) P. takes P. would have been better.

(e) Black loses no opportunity of attacking.

GAME BY CORRESPONDENCE BETWEEN R. L. BURNARD, Esq., AND
ALFRED KEMPE, Esq.

White—Mr. B.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 P. to Q. B. third
- 6 P. to Q. Kt. fourth
- 7 P. to Q. Kt. fifth
- 8 Q. to Q. Kt. third
- 9 P. takes P.
- 10 Castles
- 11 P. to Q. R. fourth
- 12 B. to Q. R. third
- 13 R. to K. square
- 14 Kt. to K. fifth
- 15 B. takes Q. P.
- 16 B. takes B.
- 17 B. to K. sixth (check)
- 18 R. to Q. B. second
- 19 P. to Q. B. fourth
- 20 P. to Q. B. fifth
- 21 P. to Q. B. sixth
- 22 Q. to Q. B. second (a)
- 23 B. to Q. B. fifth
- 24 Q. to K. fourth
- 25 B. takes B.
- 26 P. takes P.
- 27 R. to Q. second
- 28 P. to K. B. fourth
- 29 B. to K. third
- 30 P. to K. Kt. third
- 31 K. to Kt. second
- 32 K. R. to Q. square
- 33 Kt. to B. third
- 34 R. to Q. seventh
- 35 R. takes Q. B. P.
- 36 R. to Q. B. fifth (d)
- 37 R. takes Q. R. P.
- 38 B. takes Kt.
- 39 Q. to K. second
- 40 K. to Kt. square
- 41 R. to K. B. square
- 42 R. takes R.
- 43 R. to R. eighth (check)
- 44 Kt. to K. fourth

Black—Mr. K.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 P. to Q. sixth
- 6 B. to Kt. third
- 7 Q. Kt. to K. second
- 8 P. to Q. fourth
- 9 Kt. to B. fourth
- 10 K. Kt. to K. second
- 11 P. to Q. R. fourth
- 12 Kt. to Q. third
- 13 B. to K. B. fourth
- 14 Castles
- 15 P. to K. B. third
- 16 P. takes Kt.
- 17 K. to R. square
- 18 Kt. to K. Kt. third
- 19 B. to Q. fifth
- 20 Kt. to K. B. fourth
- 21 R. to B. third
- 22 Kt. on B. fourth to K. second
- 23 Kt. takes Q. P.
- 24 R. takes B.
- 25 P. takes P. (b)
- 26 Kt. to Kt. fifth
- 27 Q. to K. Kt. fourth (c)
- 28 Kt. takes K. B. P.
- 29 R. to K. Kt. third
- 30 Kt. to R. sixth (check)
- 31 Q. to R. fourth
- 32 R. to K. Kt. square
- 33 Kt. takes Q. B. P.
- 34 P. to K. R. third
- 35 Kt. to Q's square
- 36 Kt. to K. B. second
- 37 Kt. on R. sixth to Kt. fourth
- 38 Kt. takes B.
- 39 Q. to R. sixth (check)
- 40 R. to K. B. square
- 41 K. R. to K. B. third
- 42 R. takes R.
- 43 K. to R. second
- 44 Kt. to B. sixth (check)

White—Mr. B.
 45 K. to R. square
 46 Kt. to Q. B. third
 47 R. to Q. Kt. eighth

Black—Mr. K.
 45 R. to Q. Kt. third
 46 R. to K. B. third (e)
 47 Kt. takes P.

White resigned.

(a) The game now becomes highly interesting ; if well examined, it will be found that White might have had the stronger game, had he managed better with the Pawns on his Queen's side.

(b) Black, through the exchange of Pawns, obtains an equal game.

(c) Why not Queen to King's square.

(d) White by his eager chase after the Pawns gets into trouble.

(e) The latter part of the game, with the exception of moves 46 and 47, is well played.

CHESS INTELLIGENCE.

We extract the following from the Schachzeitung.—

CHESSMEN AND BOARD OF THE EMPEROR NAPOLEON.

A member of the Berlin Chess Club is in possession of an interesting Chess relique, once the property of the great Emperor, a description of which will, no doubt, be acceptable to our readers.

In the year 1846, M. Bledow communicated to the club in question that one of his old school companions, M. Oertel, was in possession of a set of chessmen and board which had belonged to the Emperor, and that he was wishful to dispose of them to the club.

In the year 1815, M. Oertel (who was an officer in the first army corps) became acquainted, during the stay of Blucher at St. Cloud, with M. Maillet, the Governor or Keeper of the Palace, formerly a Sous Lieutenant in the Grand Army. M. Oertel fought many peaceable battles over this same chequered board with the latter gentleman ; and upon the return of the former to Germany, M. Maillet, with true Homeric feeling, presented the Chessmen and board to M. Oertel. It appears that this is the identical board and men with which the Emperor and Marshal Duroc used to play together, and that they accompanied Napoleon through all his campaigns in Germany.

The funds of the Berlin Chess Club, at the period mentioned being very limited, the board and men were disposed of by lottery one evening at the Cafe Belvedere. The fortunate winner was Herr Leow, who is still the possessor of the prize.

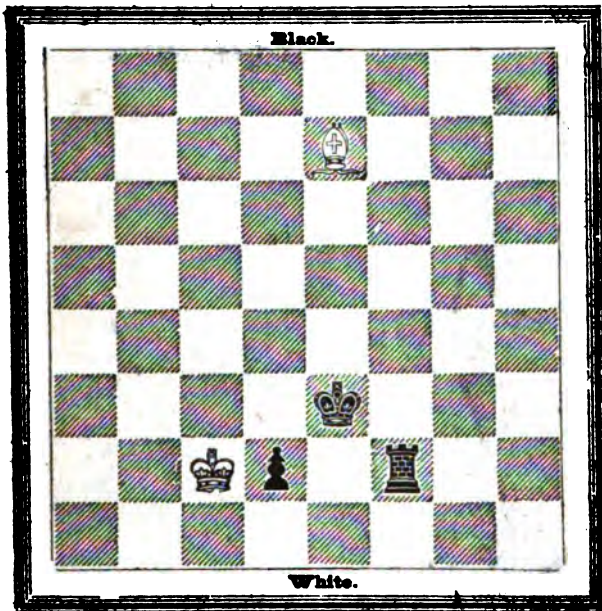
The pieces, which are slenderly formed, are made of wood coloured black and white. Some of the pieces possess so little of characteristic distinctiveness, that the Emperor added crowns made of sealing wax to the Knights, in order to make them more perfect, or rather more fit for the purpose for which they were intended. The board, which is made of brown leather, exhibits traces of long travelling. It is of common form and make, shutting like a book. The squares are of green and white leather, and there are traces of their having been divided by a thin bordering of gold. Upon this mimic battle-field the mighty conqueror could never enjoy celebrity.

A Member of the St. George's Chess Club.—The result of the recent match between Messrs. Harrwitz and Williams, by no means lessens the high estimation in which we have ever held the Chess powers of the latter gentleman. We quite agree with you that Mr. Williams acted injudiciously in paying any attention to the ungenerous remarks made in certain quarters with respect to the slowness of his games, and being thus urged to play beyond his average rate of speed in his match with Mr. Harrwitz, who, it is well known, is a remarkably quick player. Had Mr. Williams treated the remarks to which we have referred with the contempt which they deserved, we are strongly of opinion that the result of the match would not have told so decisively against Mr. Williams. As you observe, the unworthy efforts which have been made to fasten upon Mr. Williams the stigma of wilfully playing a "slow march," with the view of wearying out his antagonist, cannot be too strongly reprobated. We have had the good fortune to be present at some of the finest Chess matches of late years, and we doubt very much whether Mr. Williams's play is any slower than that which we observed in the matches in question. To attempt to class Mr. Williams as a second-rate player only, is manifest injustice. Until his recent defeat, he had achieved a succession of victories against some of the *finest metropolitan players of the day*. We have therefore no hesitation in according to him a place in the foremost ranks of the first class of players.

H. TURTON.—Many thanks for the problems and games with which you have recently favoured us; they are always acceptable, coming from such hands. We are obliged to you for your candid letter on the subject of the proposed insertion of the solutions of the Chess studies and problems in the same number in which those positions occur. What think you of adopting that suggestion, as regards the Chess studies only, the solutions of which are much more elaborate than those of problems.

J. WATKINSON.—We have to return you our most cordial thanks for the commendatory tone of your last letter, and for the unvarying interest you have ever exhibited in the success of the "Chess Player."

CHESS STUDY No. LXVI. BY KLING AND HORWITZ.



White to move and draw.

SOLUTION OF STUDY FOR JUVENILES No. I.

- | | |
|------------------------|---------------------------|
| 1 B. to K. fourth | 1 K. moves |
| 2 Kt. to K. B. seventh | 2 K. moves |
| 3 B. to K. B. seventh | 3 K. moves |
| 4 Kt. to K. fifth | 4 King may now play to K. |
- B. square, which will constitute the Second Position, or K. to Q. square, which will be the third and longest way of defence.

CHESS ON THE CONTINENT.

(From the Schachzeitung.)

GAME PLAYED BETWEEN HERR STAUDIGL AND HERR BAYER.

White—HERR S.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 K. P. takes P.
- 4 P. to Q. B. fourth
- 5 Kt. to K. second
- 6 P. to Q. fourth
- 7 Q. takes P.
- 8 B. to K. third
- 9 Kt. to Q. second
- 10 Castles
- 11 Q. to Q. Kt. third
- 12 P. takes P. (a)
- 13 Kt. to K. fourth
- 14 Kt. takes Kt. (check) ;
- 15 B. to Q. fourth
- 16 Kt. takes Kt.
- 17 K. to B. square
- 18 Kt. to K. B. third
- 19 Q. to R. fourth
- 20 K. to R. square
- 21 Q. to Kt. fifth
- 22 B. to K. second
- 23 Q. takes Q. Kt. P.
- 24 Q. to Q. fifth
- 25 P. to Q. B. fifth
- 26 K. R. to K. Kt. square
- 27 Q. to Q. sixth
- 28 Q. takes Q.
- 29 K. to Kt. square
- 30 K. to Kt. square
- 31 K. takes R.
- 32 K. to B. square

Black—HERR B.

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 P. to K. fifth
- 4 B. to Q. B. fourth
- 5 Kt. to K. B. third
- 6 P. takes P. (en passant)
- 7 Castles
- 8 B. to Q. Kt. fifth (check)
- 9 R. to K. square
- 10 P. to Q. B. third
- 11 P. to Q. R. fourth
- 12 Kt. takes P.
- 13 Q. to K. second
- 14 Q. takes Kt.
- 15 Kt. takes B.
- 16 Q. takes P. (check)
- 17 B. to K. Kt. fifth
- 18 R. to K. sixth (b)
- 19 B. to K. B. fourth (check)
- 20 R. to Q. R. sixth (c)
- 21 R. to Q. B. sixth (d)
- 22 R. to Q. B. seventh
- 23 R. to Q. Kt. square
- 24 R. takes B.
- 25 P. to K. Kt. third
- 26 B. to K. third
- 27 B. to Q. B. sixth
- 28 B. takes P. (check)
- 29 B. to K. fourth (dis. ch.)
- 30 R. to Q. Kt. square (check)
- 31 B. takes R. P. (check)
- 32 B. mates

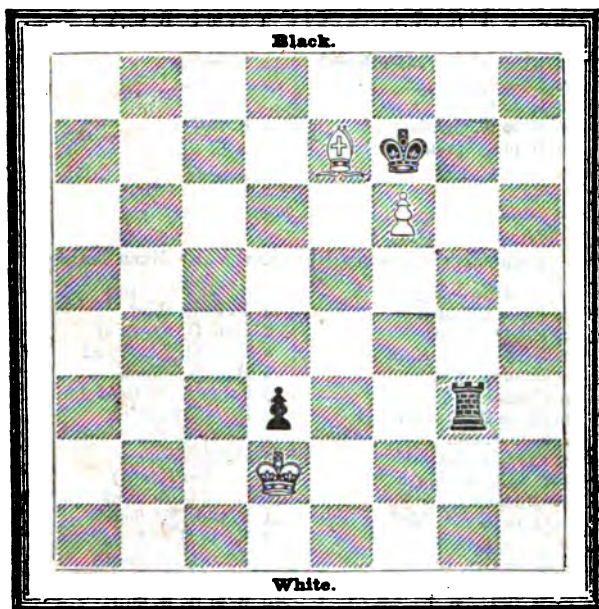
(a) White has no better move at command.

(b) Gaining time.

(c) Were White to take Rook, he would lose his Queen.

(d) The latter part of the game is played in masterly style.

CHESS STUDY No. LXVII. BY KLING AND HORWITZ.



White to move and draw.

SOLUTION OF STUDY FOR JUVENILES No. II.

- | | |
|-----------------------------|------------------------------|
| 5 Kt. to Q. seventh (check) | 5 K. to K. square |
| 6 K. to K. sixth | 6 K. to Q. square |
| 7 K. to Q. sixth | 7 K. to Q. B. square (a) |
| 8 B. to K. fourth | 8 K. to Q. square |
| 9 B. to K. Kt. sixth | 9 K. to Q. B. square |
| 10 Kt. to Q. B. fifth | 10 K. to Q. Kt. square |
| 11 B. to K. B. fifth | 11 K. to Q. R. square (best) |
| 12 K. to Q. B. seventh | 12 K. to Q. R. second |
| 13 B. to Q. seventh | 13 K. moves |

White Mates in three moves.

(a) Had Black played K. to K. square, the moves would have followed as under:—

- | | |
|--------------------------------|----------------------|
| 7 | 7 K. to K. square |
| 8 B. to K. Kt. eighth | 8 K. moves |
| 9 B. to K. B. seventh | 9 K. to Q. B. square |
| 10 Kt. to Q. B. fifth | 10 K. to Q. square |
| 11 Kt. to Q. Kt. seventh (ch.) | 11 K. moves |
| 12 K. to Q. B. sixth | 12 K. moves |
| 13 K. to Q. Kt. sixth | 13 K. moves |
| 14 B. to K. eighth | 14 K. moves |
| 15 B. to Q. seventh | |

And Mates in three moves.

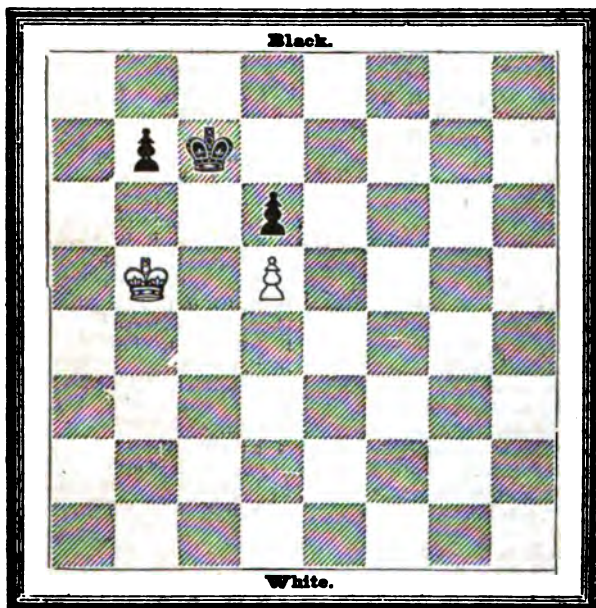
GAME PLAYED BETWEEN HERR LANGE AND HERR ELIASON.

- | <i>White—Herr L.</i> | <i>Black—Herr E.</i> |
|----------------------------|------------------------|
| 1 P. to K. fourth | 1 P. to K. third |
| 2 P. to Q. fourth | 2 P. to Q. Kt. third |
| 3 Kt. to K. B. third | 3 B. to Q. Kt. second |
| 4 B. to Q. third | 4 B. to K. second |
| 5 Castles | 5 Kt. to K. B. third |
| 6 Kt. to Q. B. third | 6 P. to K. R. third |
| 7 P. to K. fifth | 7 Kt. to Q. fourth |
| 8 Kt. takes Kt. | 8 B. takes Kt. |
| 9 P. to Q. B. fourth | 9 B. takes Kt. (a) |
| 10 Q. takes B. | 10 Kt. to Q. B. third |
| 11 Q. to K. Kt. third | 11 P. to K. Kt. fourth |
| 12 P. to Q. fifth. | 12 Kt. to Q. fifth |
| 13 B. to K. third | 13 Kt. to K. B. fourth |
| 14 B. takes Kt. | 14 P. takes B. |
| 15 B. to Q. fourth. | 15 P. to K. B. fifth |
| 16 Q. to K. B. third | 16 R. to K. Kt. square |
| 17 Q. R. to K. square | 17 R. to K. Kt. third |
| 18 Q. to K. R. fifth | 18 K. to B. square |
| 19 B. to Q. B. third | 19 K. to Kt. square |
| 20 P. to K. sixth | 20 P. to Q. third |
| 21 P. takes P. (check) (b) | 21 K. takes P. |
| 22 R. to K. sixth | 22 Q. to K. Kt. square |
| 23 K. R. to K. square | 23 R. to K. square |
| 24 P. to K. Kt. third (c) | 24 Q. to R. second |
| 25 K. to R. square | 25 Q. to Kt. square |
| 26 P. takes K. B. P. | 26 P. takes P. |

White announced Mate in three moves.

- (a) B. to Q. Kt. second would have been better play.
 (b) From this moment Black's game is irretrievable.
 (c) A telling move.

CHESS STUDY No. LXVIII. BY KLING AND HORWITZ.



White to move and draw.

SOLUTION OF CHESS STUDY FOR JUVENILES No. III.

- | | |
|-----------------------|-----------------------|
| 5 K. to K. sixth | 5 K. to Q. B. second |
| 6 Kt. to Q. seventh | 6 K. to Q. Kt. second |
| 7 B. to Q. third | 7 K. to Q. B. third |
| 8 B. to K. second | 8 K. to Q. B. second |
| 9 B. to K. B. third | 9 K. to Q. B. square |
| 10 K. to Q. sixth | 10 K. moves |
| 11 B. to K. R. fifth | 11 K. moves |
| 12 Kt. to Q. B. fifth | |

And the position becomes the same as that at the tenth move of White.

**CONSULTATION GAME BETWEEN MESSRS. HARTWITZ AND WILLIAMS
AGAINST MESSRS. HORWITZ AND LOWENTHAL.**

The two following Games were played on the 6th of May, at the Manchester meeting; but were left unfinished, on account of Mr. Hartwitz being engaged in a blindfold match.

White—Messrs. H. & W.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 K. Kt. to K. fifth
- 6 Kt. takes P.
- 7 P. to Q. fourth
- 8 Kt. to K. B. second
- 9 Q. to K. B. third
- 10 Kt. to Q. B. third
- 11 Q. B. to Q. second
- 12 P. to K. fifth
- 13 Q. takes B.
- 14 B. takes Q.
- 15 K. to Q. second
- 16 B. to K. third
- 17 B. to K. second
- 18 K. takes Kt.
- 19 Q. R. to K. B. square
- 20 P. takes P.

Black—Messrs. L. and H.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to Q. third
- 6 K. B. to K. second
- 7 K. B. takes R. P. (check)
- 8 Q. to K. Kt. fourth
- 9 K. B. to K. Kt. sixth
- 10 K. Kt. to K. B. third
- 11 Q. B. to Q. second
- 12 Kt. to K. Kt. fifth
- 13 P. takes Q.
- 14 P. takes Kt. (check)
- 15 P. to K. B. third
- 16 Castles
- 17 Kt. takes B.
- 18 P. to K. B. fourth
- 19 P. takes P.
- 20 B. to K. B. fourth

White—Messrs. L. and H.

- 1 P. to Q. fourth
- 2 P. to K. fourth
- 3 P. takes P.
- 4 Kt. to K. B. third
- 5 B. to Q. third
- 6 Castles
- 7 Kt. to Q. B. third
- 8 P. takes P.
- 9 B. to K. Kt. fifth
- 10 Q. to her second
- 11 Q. to K. B. fourth
- 12 Q. R. to Q. square
- 13 Q. to K. R. fourth
- 14 B. takes P.
- 15 Q. takes R. P.
- 16 Kt. to K. Kt. fifth
- 17 P. to K. B. fourth

Black—Messrs. H. and W.

- 1 P. to K. third
- 2 P. to Q. fourth
- 3 P. takes P.
- 4 Kt. to K. B. third
- 5 B. to Q. third
- 6 Castles
- 7 P. to Q. B. fourth
- 8 B. takes P.
- 9 B. to K. third
- 10 Q. Kt. to Q. B. third
- 11 K. B. to K. second
- 12 Q. to Q. Kt. square
- 13 P. to K. R. third
- 14 P. takes B.
- 15 R. to Q. square
- 16 Q. to K. fourth
- 17 Q. to her fifth (check)

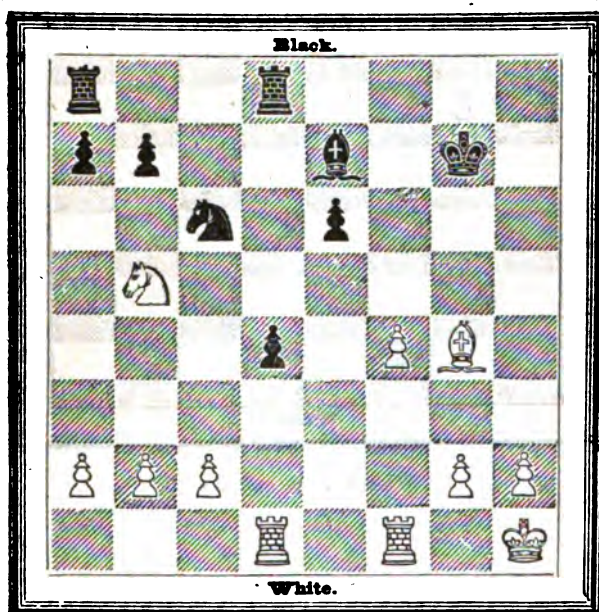
White—Messrs. L. and H.

- 18 K. to R. square
- 19 Q. to R. seventh (check)
- 20 K. B. to K. B. fifth
- 21 Q. takes Q. (check)
- 22 Kt. takes B. (check)
- 23 B. takes Kt.
- 24 Kt. to Q. Kt. fifth

Black—Messrs H. and W.

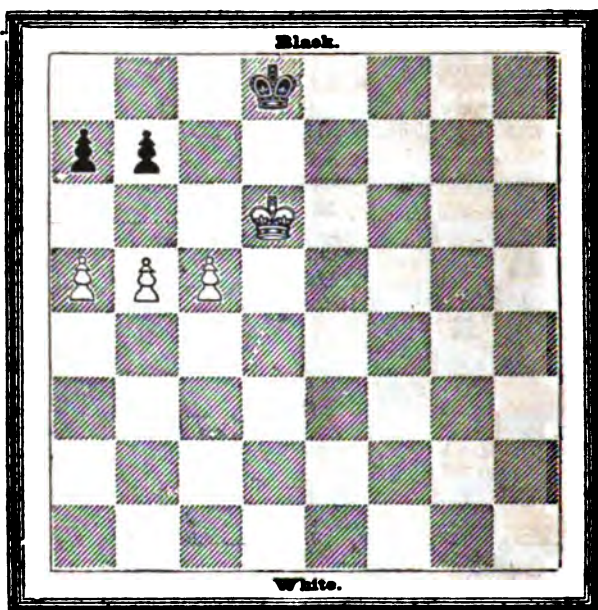
- 18 Kt. to K. Kt. fifth
- 19 K. to B. square
- 20 Q. to K. Kt. second
- 21 K. takes Q.
- 22 P. takes Kt.
- 23 P. to Q. fifth

The game now becomes highly interesting, and we give a diagram of the position after White's 24th move.



We hope to be able to give a *resumé* of these games in our next number.

CHESS STUDY NO. LXIX. BY HERB LOWENTHAL.



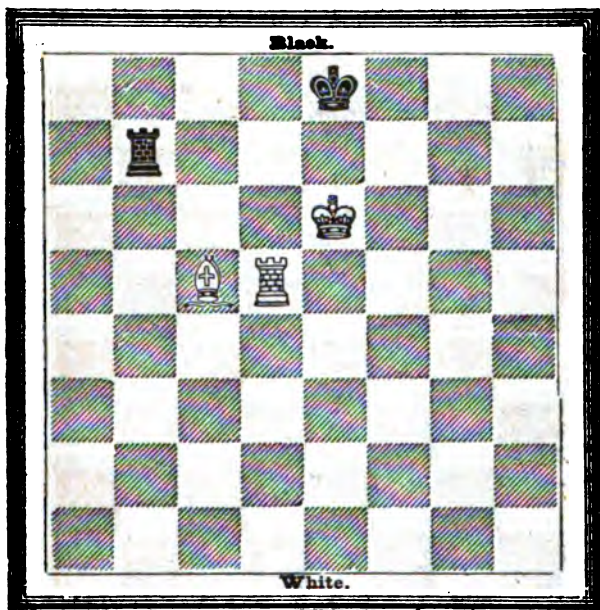
White to move and win.

SOLUTION TO CHESS STUDY NO. LXIII.

1. R. to K. R. eighth | Anything

And White wins.

CHESS STUDY NO. LXX. BY KLING AND HORWITZ.



Black to move and draw.

SOLUTION TO CHESS STUDY NO. LXIV.

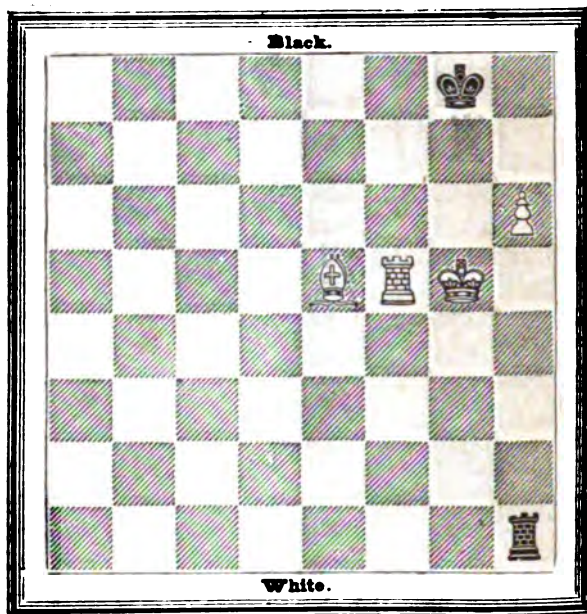
1 B. to Q. B. square
2 B. takes R. P.

1 K. to Q. B. seventh

And draws.

Black may adopt different modes of defence, but in no case can he win against correct play.

CHESS STUDY NO. LXXI. BY KLING AND HORWITZ.



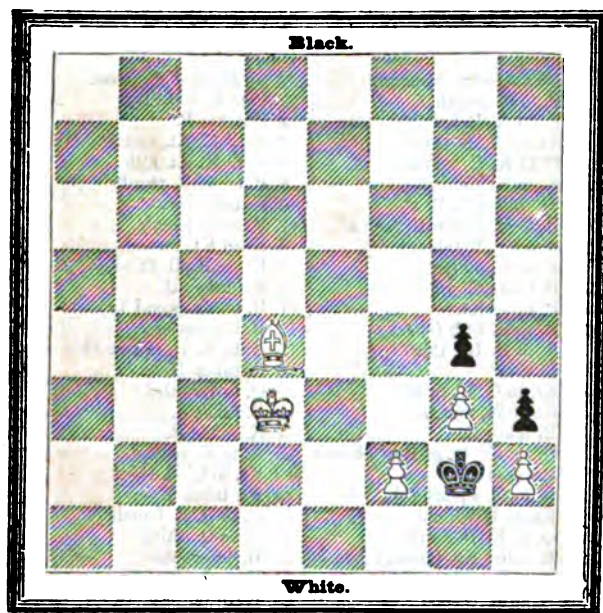
Black to move and draw.

SOLUTION TO CHESS STUDY NO. LXV.

- | | |
|------------------------------|----------------------|
| 1 R. takes B. P. | 1 R. takes R. |
| 2 Q. to Q. R. fourth (check) | 2 R. to Q. second |
| 3 Q. takes R. (check) | 3 K. takes Q. |
| 4 P. Queens (check) | 4 K. to Q. B. second |
| 5 R. to Q. B. second (check) | |

And wins.

CHESS STUDY No. LXXII. BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO PROBLEM No. XLIX.

- 1 B. to K. fifth
- 2 Q. to Q. B. square
- 3 Q. takes R. P. (check)
- 4 Q. mates

- 1 R. to K. Kt. square
- 2 R. from K. Kt. square to K. square
- 3 K. moves

GAME PLAYED BETWEEN MESSRS. MERCIER AND OGG.

*(Allgaier Gambit.)**White—Mr. MERCIER.*

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. B. fourth
- 5 K. to K. Kt. fifth
- 6 Kt. takes K. B. P.
- 7 B. to Q. B. fourth (check)
- 8 B. takes P. (check)
- 9 P. to Q. fourth
- 10 B. takes K. B. P.
- 11 P. takes Kt.
- 12 B. to K. fifth (check)
- 13 P. to K. Kt. third
- 14 Castles
- 15 Kt. to Q. B. third
- 16 Kt. to K. fourth
- 17 R. takes R.
- 18 Q. to K. B. square (check)
- 19 P. takes B.
- 20 R. to K. square (c)
- 21 Kt. to Q. second
- 22 Q. to K. B. fourth
- 23 R. takes Kt. (check)
- 24 Q. to K. third
- 25 K. to R. second
- 26 Kt. to K. fourth
- 27 Kt. to Q. B. fifth (check)
- 28 Kt. takes P. (check)
- 29 P. to Q. B. fourth (check)

Black—Mr. OGG.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. B. third
- 6 K. takes Kt.
- 7 P. to Q. fourth
- 8 K. to Kt. second
- 9 Kt. to K. B. third
- 10 Kt. takes B.
- 11 B. to K. second (a)
- 12 B. interposes
- 13 R. to K. B. square (b)
- 14 Q. takes P.
- 15 Q. to K. third
- 16 B. takes B.
- 17 K. takes R.
- 18 K. to K. second
- 19 Kt. to Q. B. third
- 20 Kt. takes P.
- 21 P. to Q. B. fourth
- 22 Q. to Q. third
- 23 B. interposes
- 24 R. to K. B. square
- 25 K. to Q. second
- 26 Q. takes R.
- 27 K. to Q. third
- 28 K. to Q. fourth

And Black resigned.

-
- (a) The proper move here is B. to Q. third.
 - (b) Why not to K. square?
 - (c) A well-calculated move.

GAME PLAYED BETWEEN HERR MATSCHEGO AND HERR
FALKBEER.

(From the *Schachzeitung*.)

White.—Herr MATSCHEGO.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 Kt. to Q. B. third (a)
- 7 Kt. to Q. B. fourth
- 8 P. to Q. fourth (b)
- 9 B. to K. second
- 10 K. to Q. second
- 11 K. to Q. third
- 12 P. to Q. R. third
- 13 Kt. to Q. fifth
- 14 Kt. takes Q. B. P. (check)
- 15 Kt. to Q. fifth (d)
- 16 Kt. takes Q. P.
- 17 K. to Q. B. fourth.

Black.—Herr FALKBEER.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 Kt. to K. B. third
- 6 P. to Q. third
- 7 B. to K. second
- 8 Kt. to K. R. fourth (c)
- 9 B. takes P. (check)
- 10 Q. to K. Kt. fourth
- 11 Kt. to Q. B. third
- 12 B. to K. B. seventh
- 13 B. takes Q. P.
- 14 K. to Q. square
- 15 P. to K. B. fourth
- 16 P. takes P. (check)

Black announced Mate in nine moves.

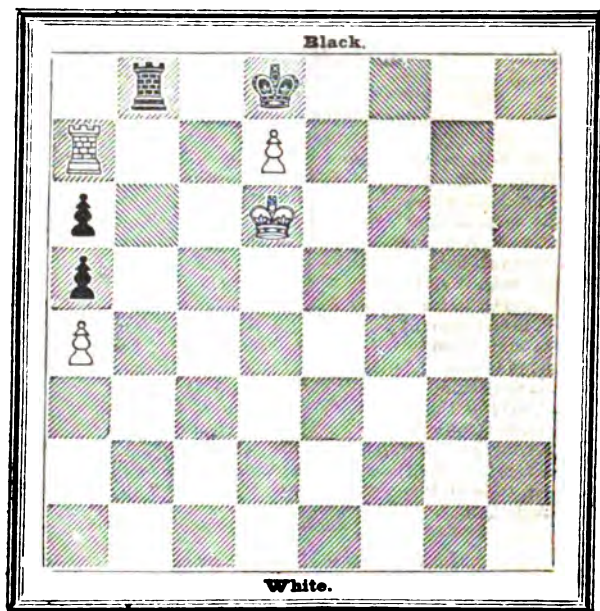
(a) The correct move would have been Kt. takes Kt. P.

(b) P. to R. fifth would have been preferable.

(c) The shortest road to victory.

(d) B. takes B. would have given him no better chance of the game.

CHESS STUDY No. LXXIII. BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO PROBLEM No. L

- 1 B. to Q. B. sixth
- 2 K. to R. second
- 3 B. discovers check and then Q. mates

- 1 Q. to K. eighth (ch.) (best)
- 2 Q. to K. third (or A)

(A)

- 3 K. takes Q.

- 2 Q. to Kt. eighth, or R. eighth (check)

And mates next move.

GREAT CHESS MEETING IN MANCHESTER.

The meeting of the Northern and Midland Counties Chess Association commenced on Friday, 6th May, in the long room on the Exchange-street side of the Royal Exchange, at eleven o'clock. There were present—Mr. Staunton, Mr. Williams, Herr Lowenthal, Herren Harrwitz and Horwitz, Sir John Blunden, of Kilkenny, Rev. G. Smith, of Leamington, Mr. Newham, of Nottingham; Messrs. Cronhelm and Cronhelm, jun., and Thomas, of Halifax; Moorcroft, secretary of the Rockferry Club, &c.; and amongst the Manchester players present were—Messrs. C. A. Duval, president of the Manchester Athenæum Club, and vice-president of the Manchester Club, Kipping, Hans Hasché, Bodé Ralli, Francis, Allen, B. Greg, L. Birch, Kylan, Stern, Beaver, King, James Reiss, Walmaley, Lampport, May, Cohen, Hirst, Turner, Sofiano, &c. Several minor matches were played during the forenoon; amongst others, Herr Lowenthal played two games at once, against Mr. Cronhelm, jun., and Sir John Blunden, giving the pawn and move in each, and winning both. Herr Harrwitz gave Mr. Allen the rook, but lost. But the match which, perhaps, excited the greatest interest, was that played by Mr. Staunton against Sir J. Blunden, the Reverend S. Burnell, and Messrs. Greg, junr., and King, Mr. Staunton's four antagonists being in consultation, and receiving the odds of the Pawn and move. The following are the moves of the game:

Remove White's K. B. Pawn from the board.

Black—The ALLIES.

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 P. to Q. fifth
- 4 P. to K. B. fourth
- 5 K. B. to Q. third
- 6 P. takes P.
- 7 Kt. to K. B. third
- 8 Q. to K. third
- 9 Q. B. to K. third
- 10 Q. takes B.
- 11 Q. Kt. to B. third
- 12 Q. R. to Q. square
- 13 Castles
- 14 K. Kt. to K. fifth
- 15 Kt. takes Kt.
- 16 R. to K. B. second
- 17 Q. Kt. to K. second
- 18 Kt. to K. Kt. third
- 19 Q. R. to K. B. square
- 20 P. to Q. Kt. third

White—MR. STAUNTON.

- 1
- 2 Kt. to Q. B. third
- 3 Q. Kt. to K. fourth
- 4 Kt. to K. B. second
- 5 P. to K. third
- 6 P. takes P.
- 7 K. B. to Q. B. fourth.
- 8 K. Kt. to K. second
- 9 B. takes B.
- 10 Castles
- 11 P. to Q. B. third
- 12 Q. to Q. B.'s second
- 13 Q. Kt. to R. square
- 14 Q. Kt. to K. B. second
- 15 R. takes Kt.
- 16 P. to Q. Kt. fourth
- 17 Q. B. to Q. second
- 18 Q. R. to K. B. square
- 19 P. to Q. R. fourth
- 20 P. to Q. B. fourth

Black—The ALLINS.

- 21 P. to Q. B. fourth
- 22 P. to K. fifth
- 23 Kt. takes Kt.
- 24 R. to K. square
- 25 P. to K. R. third
- 26 P. to K. Kt. fourth
- 27 P. to K. Kt. fifth
- 28 B. to Q. B. second
- 29 Q. R. to K. second
- 30 P. to K. R. fourth
- 31 Q. to K. B. third
- 32 P. takes P.
- 33 P. to K. R. fifth
- 34 K. B. to R. second
- 35 P. takes P.
- 36 R. to R. sixth
- 37 R. takes pawn (check)
- 38 Q. to K. R. fifth

White—Mr STAUNTON.

- 21 P. to Q. Kt. fifth
- 22 Kt. to K. B. fourth
- 23 P. takes Kt.
- 24 B. to K. third
- 25 R. to Q. square
- 26 P. to K. Kt. third
- 27 R. to Q. fifth
- 28 K. R. to Q. second
- 29 Q. to her square
- 30 P. to Q. R. fifth
- 31 Q. R. P. takes P.
- 32 Q. to Q. B. second
- 33 R. to Q. square
- 34 B. to Q. B. square
- 35 P. takes P.
- 36 B. to Q. Kt. second
- 37 K. to B. square

White resigns.

Another very interesting match was played between Herren Horwitz and Lowenthal in consultation, against Herr Harwitz and Mr. Williams, also in consultation; two games at the same time; each having the move in one game.

The double consultation match, perhaps the most brilliant game or games played during the day, was continued till about a quarter past nine o'clock, when Herr Harwitz feeling fatigued, it was agreed to adjourn it till after his *blindfold* match next day. At the time the double match was adjourned, one of the games was pretty equal, but the other appeared to be inclining in favour of Herren Lowenthal and Horwitz.

THE LAWS OF CHESS.

A meeting, for the purpose of considering the propriety of remodelling the laws of the game, was held on Saturday, at which several of the leading players were present. Mr. Staunton opened the proceedings by observing that at the present day it was admitted on all hands that the existing laws were disfigured by the grossest anomalies and absurdities. These, indeed, had been so ably and so frequently exposed, that he need not occupy the time of the assembly by pointing them out in detail. They must all have felt the inconveniences arising from the want of some settled code of regulations. At present the rules of chess were

not only different in different countries, but were not the same at all the chess clubs even in this kingdom. Throughout the continent there was a general desire to have the laws settled upon a firm and universal basis. He had only this week received a communication from a distinguished Italian player, informing him that many of the chief players in Italy were desirous, for the sake of uniformity, to give up their old style of castling, and adopt that in use throughout the rest of Europe. He had likewise the gratification of learning from Major Jaenisch, that a chess club had at length been established at St. Petersburg under the express sanction of the emperor, and that he (Major Jaenisch) had been appointed to draw up a new code of laws for the society. He was daily appealed to, to decide disputes occurring in games played by correspondence, and he gave his opinion according to the best of his judgment; but having no text or authority to refer to, he was sure to find he had dissatisfied one of the parties. With reference to the subject of limiting the time which a player should consume on the consideration of a move, Mr. Staunton observed that this *uxata questio* had occupied the attention of some of the best and keenest wits of the day. He was of opinion that no set maximum time would ever do: a player, determined to exhaust an opponent, could do so as easily with ten or five minutes' moves as at present. There was no mode, he thought, but by appointing to each player a given time for his own entire game. He proposed—considering that eight hours was plenty of time for any game—that each player should have a four hours' sand glass, to begin running the moment a move is made, so that during all time spent in consideration, the sand should be running out; the player, or his secretary, to stop the running, by turning up the glass, the moment a move was made. Thus, all the time gained by a player, where consideration was not required, he should have for positions where intense thought and consideration were required. Then he could give more time where it was really wanted. This would be infinitely better than being kept two hours and a half till a player was exhausted. And thus, instead of pondering over an obvious move for ten minutes, it would be made instantly; and the time so saved reserved for a position of difficulty, requiring thought. He had played with persons who, before playing the first move, would fold their arms and wait a quarter of an hour. After some further conversation, it was ultimately resolved—"That Mr. Staunton be requested to put himself in communication with Major Jaenisch, of Russia, and Mr. Heydebrand of Germany, the most distinguished chess authors of the continent, to induce them to co-operate with him in drawing up a code of chess laws for general adoption; to be reported on at the next meeting of the association." The Saturday meeting was very numerously attended. Amongst the gentlemen present on Saturday, and not before named, were Sir George Stephen, barrister-at-law, of Liverpool; Mr. Morton Sparke, secretary of the Liverpool Chess Club; Mr. Charles H. Cox, of Liverpool; Mr. John Craven, President of the Halifax Chess Club;

Messrs. James A. Turner and John Turner, Lea Birch and James Birch, Callow, T. C. Schuyler; Dr. Woolam and Mr. Clulie, of Ashton-under-Lyne; Mr. Marc, of Nottingham; Mr. Robinson, of Wakefield; Messrs. Chas. Hallé, Lot Gardiner, &c.

CHESS BY CONSULTATION.

As soon as Mr. Staunton's previous match was concluded, he commenced another; playing even against Messrs. C. A. Duval and Kipping (two of the best amateur players in the Manchester Club) consulting together; Mr. Staunton giving the allies the move. The match occupied four hours and six minutes. The following are the moves:—

Black—The Allies.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. K. fourth
- 5 P. to Q. B. third
- 6 Q. P. to Q. fourth
- 7 P. takes P.
- 8 Castles
- 9 Q. B. to Q. R. third
- 10 Q. to Q. Kt. third
- 11 K. P. to K. fifth
- 12 P. takes P.
- 13 Q. to Q. B. third
- 14 P. takes B.
- 15 Q. P. to Q. fifth
- 16 Kt. to Q. second
- 17 Q. to Q. third
- 18 Q. R. B. square
- 19 R. takes Kt.
- 20 Q. takes R.
- 21 Q. to Q. third
- 22 Kt. to K. fourth
- 23 K. to R. square
- 24 Kt. to Kt. third
- 25 R. to K. Kt. square
- 26 Kt. to K. R. fifth
- 27 Q. to K. Kt. third
- 28 Kt. to K. B. third (check)
- 29 R. takes Q.
- 30 K. to Kt. second
- 31 R. to Q. B. third
- 32 Kt. to Q. second
- 33 K. to K. B. second
- 34 R. to Q. third

White—Mr. Staunton.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 K. B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to Q. B. fourth
- 6 P. takes P.
- 7 B. to Q. Kt. third
- 8 P. to Q. third
- 9 Q. B. to K. Kt. fifth
- 10 K. Kt. to K. R. third
- 11 Castles
- 12 Kt. to Q. R. fourth
- 13 B. takes Kt.
- 14 P. takes P.
- 15 Q. R. to Q. B. square
- 16 Kt. to K. B. fourth
- 17 Q. to K. B. third
- 18 Kt. takes B.
- 19 R. takes R.
- 20 Kt. to Q. fifth
- 21 R. to K. square
- 22 Kt. to K. B. sixth
- 23 Q. to K. B. fifth
- 24 Kt. to Q. fifth
- 25 Q. takes P.
- 26 P. to K. Kt. third
- 27 Q. takes Q.
- 28 K. to R. square
- 29 R. to K. eighth (check)
- 30 K. to K. B. fourth
- 31 K. to Kt. second
- 32 Kt. to K. sixth (check)
- 33 B. to Q. fifth
- 34 Kt. to Q. B. second (check)

Black.—THE ALLIES.

- 35 R. takes B.
- 36 B. takes P.
- 37 K. to B. square
- 38 B. to Q. B. fifth
- 39 B. to K. seventh
- 40 Kt. takes B. P.
- 41 K. to Kt. square
- 42 K. to B. square
- 43 P. to Q. sixth
- 44 R. takes R.

White.—MR. STAUNTON.

- 35 Kt. takes R.
- 36 R. checks K. second
- 37 P. K. B. third
- 38 R. to Q. second
- 39 Kt. to K. B. sixth
- 40 Kt. takes P. (check)
- 41 K. to K. B. sixth (check)
- 42 K. to K. B. second
- 43 R. takes P.
- 44 K. takes Kt.

Black resigns.

HERR HARRWITZ'S BLINDFOLD MATCH.

This match excited the strongest interest, and the table was surrounded by chess amateurs during the whole game. Herr Harwitz played "blindfold" against Messrs. Hirst and Ralli. The game lasted three hours and a quarter. The following is the score:

White.—MR. HARRWITZ.

1. K. P. to K. fourth
2. P. to K. B. fourth
3. Kt. to K. B. third
4. P. to K. R. fourth
5. Kt. to K. fifth
6. Kt. takes Kt. P.
7. P. to Q. fourth
8. Kt. to K. B. second
9. Kt. to Q. B. third
10. Q. to K. B. third
11. Q. to B. second
12. Q. takes B.
13. B. takes Q.
14. K. to Q. second
15. Kt. to Q. fifth
16. B. to K. second
17. B. to K. R. fourth
18. Kt. takes Q. B. P.
19. Kt. takes Q. R.
20. B. takes Kt.
21. B. takes P. at K. B. seventh
22. B. to K. Kt. third
23. K. R. to K. B. square
24. R. to B. fourth
25. B. to R. fourth
26. Q. R. to K. B. square
27. P. to Q. B. fourth
28. P. to Q. Kt. fourth

Black.—MM. HIRST AND RALLI.

1. K. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to Q. third
6. B. to K. second
7. B. takes R. P. (check)
8. Q. to K. Kt. fourth
9. Kt. to K. B. third
10. B. to K. Kt. sixth
11. Kt. to K. Kt. fifth
12. P. takes Q.
13. P. takes Kt. (check)
14. Kt. to Q. B. third
15. Castles.
16. P. to K. B. third
17. K. to Kt. second
18. B. to Q. second
19. R. takes Kt.
20. B. takes B.
21. Kt. to K. second
22. R. to Q. square
23. K. to K. Kt. third
24. P. to K. R. fourth
25. R. to K. B. square
26. Kt. to K. Kt. second
27. B. to Q. second
28. P. to K. B. fourth

White.—Mr. HARRWITZ.

29. Q. R. to K. B. third
30. B. to K. seventh
31. P. to Q. B. third
32. Kt. P. takes P.
33. P. takes P. (check)
34. B. to Q. sixth
35. B. to K. fifth
36. P. to K. Kt. fourth
37. R. takes P. (check)
38. R. to K. Kt. square
39. R. to K. Kt. seventh
40. R. to K. B. second
41. R. to R. second (check)
42. R. to R. seventh (check)
43. K. R. takes Kt.

Black.—M.M. HIRST & RALL.

29. Kt. to K. R. third
30. R. to Q. B. square
31. Q. P. takes P.
32. R. to K. square
33. Kt. takes P.
34. K. to Kt. fourth
35. K. to Kt. third
36. P. takes P.
37. K. R. to K. square
38. Kt. to K. R. third
39. B. to K. Kt. fifth
40. Kt. to K. B. fourth
41. Kt. interposes
42. K. to Kt. fourth

Allies Resign.

THE DINNER.

At half past six o'clock the same evening about 30 gentlemen dined together at the Queen's Hotel, under the presidency of Mr. C. A. Duval, supported on his right by Howard Staunton, Esq.; on his left by Sir George Stephen. The cloth being drawn, the usual loyal toasts were given by the Chairman, who, in proposing the first toast, in connection with the association, said that this had been the greatest chess gathering ever seen in any provincial town or city in England, and with the exception of the Exhibition year, even in London itself. Manchester had on this occasion brought together a greater number of chess celebrities than were perhaps ever before assembled. These meetings had a most beneficial effect; for he believed the morals of chess were never to be better seen than over the board; for chess was not merely mental, but also moral gymnastics. These annual meetings might be regarded as a sort of Parliament,—the collective chess wisdom of the nation,—in which the laws of the game might be discussed, amended, and settled; matches previously made, chivalrously fought out; and the relative strength of the members fairly tested. With the toast he would couple the name of a gentleman long known and thoroughly respected in the chess world, who, if he did not originate, had largely contributed to making the association what it is. He proposed "Success to the Northern and Midland Counties Chess Association, and a health to Mr. Cronhelm, of Halifax."—The toast being duly honoured, Mr. Cronhelm, in acknowledging it, said that the Yorkshire Chess Association was the parent of the larger one. Four gentlemen—Mr. Robinson, of Wakefield; Mr. Shepherd, of Wakefield; Mr. Caden, of Leeds; and Mr. Rose, of Leeds—were the founders of the present association, and he had had the honour of joining them on invitation, and uniting his humble efforts with theirs. The assembly of the two days in the

Exchange was a larger one of chess players than he had ever seen before ; it must have delighted the heart of every lover of chess. Chess had a literature and a history of its own, from its origin in remote antiquity in the far East, and its transmission from India and Persia to Europe ; which threefold migration in some measure accounted for the various names of the pieces in different countries, which he noticed at some length. He then drew a number of close, interesting, and humorous parallels between the game of chess and an army on the battle-field. The king, beloved and respected by his people, yet acting through his ministers and officers, giving them his counsel and sanction, but not foolishly pushing himself forward in public affairs,—such was the beautiful character of our beloved sovereign ; such the attributes of the king of the chess-board. Then the chess queen was a true Amazonian princess, by some strange transmigration of the Oriental Vizier or General. Then, nearest the royal personages on either side of the throne, stood the ever-faithful bishops, never known to change their opinions or to adopt a different colour, but dying in and for the faith they first professed, for there was no possibility of making either convert or pervert of a chess bishop ; the knights came next, the irresistible cavalry of chess, whom no hollow square could keep off, who leaped over the serried ranks of foes into the very heart of the enemy's camp, scattering destruction and desolation around ; and resembling that splendid body, the old Saracenic cavalry of Spain, or those Turkish horsemen who so often swept the plains of Hungary, up to the very walls of Vienna, and whose impetuous force no military skill could withstand. The rooks were the chariots of the ancient, the artillery of the modern, chess. Their battery was tremendous, especially when in unison and combination. When all the other pieces were gone, the war by rooks resembled a series of parallel movements, marches and countermarches, which formed an exact counterpart of what occurred at the battle of Salamanca, when for two days before the decisive battle, Marshal Marmont and the then Earl of Wellington marched and countermarched in parallel lines,—each keenly watching for an opportunity of an opening in the enemy's line. At last Marmont made a mistake ; the keen eye of Wellington at once saw and seized the opportunity ; Marmont, perceiving his error, endeavoured to retrieve it ; the position was several times lost and won, but at last remained in possession of the English army, and decided the fate of the field. Then the pawns, those eight battalions of infantry, unrivalled perhaps for their indomitable courage and perseverance ; ever ready to obey the command to advance, to die at their posts, if the general required ; but if asked to retreat, their reply was "never." Yet, the pawn-soldier was not without ambition, and he had the assurance that the first pawn that penetrated the enemy's camp should have promotion, and even the choice of promotion,—whether the honour of knighthood, or a bishopric,—but, if the latter, like the bishops of Durham in our border wars, or those of Arragon in the old wars in Spain, he must be of the church militant, Nay,

he might even possess a baronial castle, or become at once another general or a second queen ; for, strange to say, the laws of chess allowed of bigamy ! In the actual game he had seen the flank movements of Marlborough and Prince Eugene ; or a Napoleon or a Nelson, concentrating their force upon one point, so as to break the enemy's line. Some games resembled a single battle ; others a long campaign of many contests. How often had they seen when a game appeared to be won, a skilful sally and counter-attack had proved fatal to the invader. In modern history he knew no parallel to this in war, on a large scale ; but in ancient history there were two memorable examples, the first in the Peloponnesian war. When Archidamus, with an army of Spartans and their allies, was wasting Attica and approaching the very walls of Athens, the city sent forth war fleets of galleys to menace the coasts of Argos and Epidaurus ; thus calling the invaders to defend their own homes. But the finest and most memorable example of this strategy was when Scipio drove Hannibal out of Italy, not by attacking him there, but by carrying the war into Africa. Mr. Cronhelm concluded by giving the health of the chairman, which was received with musical honours ; and suitably acknowledged by Mr. Duval, who observed that it was a noted custom now, at dinners, for people to go on drinking each other's health, very much to the detriment of their own ; and he thanked those gentlemen who had run that risk for his sake. They were honoured with the presence of distinguished strangers from the three kingdoms, and he would propose the health of the strangers who had honoured them with their company,—coupling with the toast the name of a gentleman, an ornament of a learned profession, Sir George Stephen.

Sir George Stephen, in acknowledging the toast, said he had reason to exult, if in no other merit of chess, at least in that it had brought him many friends, and friends of a species of brotherhood, of whose friendship without chess he should never have had the benefit. He thought he had long perceived a tendency in chess to raise our own people to their proper position in the social scale, and to raise them also to honour and respectability. If one feature of chess were more excellent than another, it was that it had, in many instances, brought into association community of feeling and reciprocity of affection, the poor and the rich, the low and the high. He now had to bring some business before the assemblage. Mr. Staunton could not with propriety, perhaps, have done that which he had requested him (Sir George) therefore to do for him. They all knew the proud pre-eminence of Mr. Staunton's position ; that he was regarded among chess-players as the very highest of the highest class. It was the natural and just consequence of pre-eminence, wherever attained, that it should be challenged. It was a responsibility which pre-eminent attainment in any branch of science, in any pursuit or department of knowledge, inevitably attached to itself. But it did not therefore follow that every challenge so directed must be accepted. Mr. Staunton was entitled

to judge for himself, when respect for their station required that he should accept their challenges. Mr. Staunton had felt it due to his own position not to accept any challenge that had been recently given, but to announce the terms upon which he would challenge the whole world. He had asked him (Sir George) to state those terms to them; he would not have stated them, if they had not appeared to him (Sir George) to be reasonable, fair, and just towards all parties; and terms, therefore, upon which Mr. Staunton might consistently, with honour and propriety, propound that challenge to the world. Nor did he blame Mr. Staunton for this measure: there was no ostentation, presumption, or forwardness about it. On his behalf he disclaimed all these; conscientiously believing that no such feelings actuated Mr. Staunton. Mr. Staunton had already undergone the test of comparison with one previously considered the first player in Europe, M. St. Amand; but that test had established his rank. Circumstances, which did not deserve to be now entered into, had thrown a certain measure of doubt in the minds of some not personally familiar with those circumstances, as he (Sir George) was, as to whether the first post was then properly allotted to Mr. Staunton. "Then," said Mr. Staunton, gracefully, honourably, and properly, "if the doubt exists, I will remove that doubt. I place myself, on terms fair and just, in a position to meet the whole world." With that introduction, he would state the terms on which Mr. Staunton gave his challenge:—

CHALLENGE FROM MR. STAUNTON.

With the view to maintain the interest in chess so generally exhibited at the present time, Mr. Staunton proposes to play a match of the best of twenty-one games, with any player in the world, upon the following terms:—

1st. If the acceptor of the challenge be resident abroad, that the stake on each side shall be not less than £250. (The object of proposing a large stake in this case is to secure to the party who leaves his country to play, some remuneration for the serious loss of time, as well as for the expenses of travelling, &c. to which he must be subjected.)

2nd. If the challenge is taken up by a player resident in this country, that the amount of stake on each side shall be from £100 to £250, at the choice of that party.

3rd. That the match be played in a private hotel, and to prevent the attention of the combatants being distracted by an influx of lookers-on, that not more than three friends of each player be permitted to be present.

4th. That an arrangement, either according to the plan suggested in the "Chess Player's Chronicle" of February, 1852, p. 61, or to that proposed by Mr. Heydebrand, in the December number of that magazine, 1852, p. 365, be entered into to guard against the undue protraction of the sittings.

5th. That, to afford to each player an opportunity for practice

before engaging in a contest of such importance, the match shall be commenced in the month of October in the present year.

6th. That, immediately upon the challenge being accepted, each party shall deposit not less than one-fourth of the amount of his stake in the hands of a stakeholder, to be appointed by the friends of the players, and the remaining three-fourths before beginning the match.

7th. That the meetings for play take place twice a-week; and that one game, at least, be finished at a sitting.

8th. That the play commence at eleven o'clock in the forenoon; that either party not being present within half an hour of the appointed time, shall forfeit two guineas for each absence; and if absent on four consecutive days of play, shall be considered to have forfeited the match.

9th. That all lesser preliminaries be settled by two friends of each party.—May, 1853

Mr. Calow said he understood a challenge had been given to Mr. Staunton, and published in *Bell's Life*, for 21 games to be played within a month. He wished to know upon what grounds that challenge was declined, and a counter challenge given. After some discussion and conversation on the subject, Mr. Staunton rose and said that no man had ever done so much in accepting challenges as he had. When a rising player, he had been matched at the London Chess Club, against the best player, for a merely nominal stake, and he (Mr. Staunton) won the match. He then played a great match with Mr. Cochrane, then regarded as the best player in England,—indeed, a series of forty matches,—without stake; in all, six hundred games, without any stake. He went to France, and remained there three months, playing a match with M. St. Amand, which he (Mr. Staunton) was fortunate enough to win. Again, a second time, he went to France, travelling 400 miles at the most inclement season of the year, to play a match at chess; and all these facts showed that he was not actuated by any desire of pecuniary gain. Seven years ago, the London Chess Club asked him to support their club by playing a match with a foreigner, recently arrived in England; he agreed; Mr. Horwitz was his competitor. They played a match, extending over six or seven weeks; and he (Mr. Staunton) never stipulated that Mr. Horwitz should come even half a mile to meet him; but he (Mr. Staunton) travelled several miles daily, for six weeks, to meet his opponent. He won that match. Then the London Chess Club proposed that he should play Mr. Harrwitz, another foreigner who had been brought over, and he (Mr. Staunton) pointed out the inconvenience and loss of time involved in a match extending over six weeks or two months; and he therefore asked that club if they proposed to back Mr. Harrwitz to an amount that would render it convenient for him. (Mr. Staunton) to devote the requisite time to play the match. They would not back him, but proposed they should play even, and he, (Mr. Staunton) refused; he then determined to give an opportunity for every player to play him; and he proposed to the Club that he would play three games; in the first he would give the

Pawn and two moves; in the second, the Pawn and move; and in the third, play even; and he proposed that they should back his antagonist in £50 on each event. The Club amalgamated the matches, so as to render it difficult for the most astute mathematician to say how they could be played with any approximation to a satisfactory result. But he even accepted their terms, and played the gentleman. How long, he would ask, were these things to go on? Since then he had married, and had considerable engagements and avocations, and he did not think it incumbent upon him that he should be called out at any moment to meet an opponent on his own ground, and play him at that particular time. Was it reasonable that a demand should be made for him to engage himself in a match, at any moment, that might last for two or three months, and that he must be expected to put all business engagements aside, that he might devote two months to playing chess? As to the challenge just announced by Sir George Stephen, it was previously patent to the Chess world that he had arranged its announcement, so as to give a little interest and eclat to the Manchester meeting, and he had made his own arrangements so as to be able to meet its acceptance by a competitor. He had been labouring three years under a chronic and painful disorder, which had almost wholly incapacitated him from any mental labour; but such had been his desire to promote Chess, that he would not permit that disorder to interfere with his endeavours, and he thought they would do him the justice to believe that he had been actuated by the best intentions in what he had done for the cause of Chess. In his present challenge he wished to avoid anything that could be construed into the slightest derogation from the talent of any player, English or Foreign, when he said that in putting forth this challenge, he certainly did look forward to one whom he considered a higher antagonist than the gentleman who had been named. Every one would appreciate his feeling—when playing a celebrated player while he (Mr. Staunton) was painfully sick and ill, and being then defeated—that he should naturally wish to play rather with that antagonist again, than with a man whom he had beaten, giving him large odds. He had put forth this challenge, in the hope that it would meet acceptance from his celebrated antagonist [M. Anderssen], but he had not limited that challenge to any one in particular. It must not be supposed that the £250 was for his own pecuniary benefit. He was required by his position in the chess world and in the social world, to devote much time to family affairs, to literary and other avocations, and to his own health; and thus he could not afford to lose much time. The £250 was to cover travelling expenses in a foreign country; and if a foreign competitor came over here to play, it would preserve him from the considerable pecuniary loss which he (Mr. Staunton) had to endure in going to France. It was but just that either competitor should be remunerated out of the stakes, for his outlay of time, money, and labour. As Mr. Harrwitz had declined to accept a challenge from Mr. Lowenthal, he (Mr. Staunton) thought it came with a very

bad grace to taunt him with refusing Mr. Harrwitz's challenge. He hoped he had shown that he had never had any occasion to shirk a match at Chess; and he was quite willing to play any man, Englishman or foreigner, upon such terms as any fairly constituted club in England should appoint. But he held it neither fair nor just to call him away from his family and avocations, to devote six weeks or two months to the game of Chess, without they could put before him something either in the shape of honour or of pecuniary advantage, as an equivalent for that loss of time and great inconvenience. He now offered his general challenge to any man under the terms proposed, for any stake from £100 upwards, and if he would deposit half the amount in any banker's hands in this city or in London, he would play him. If any fair modification of this challenge could be devised, to adapt it to the convenience of any individual either in this country or abroad, he should be glad to make it. After an explanation from M. Lowenthal of the circumstances connected with his challenge to Mr. Harrwitz, Mr. Lot Gardiner said he thought a man of supereminent position ought not to refuse any challenge made on fair and honourable terms; he proposed Mr. Staunton's health, and said he should regret the day when he should not be found at his post. Mr. Staunton, in acknowledging the toast, said he believed he spoke the sentiments of all in the same position as himself, as visitors, when he thanked the Association, and the Manchester amateurs, for their courtesy, kindness, and hospitality. He was obliged, not from mere personal feelings only, but for the example now set to the chess community at large. Chess had for ages been the delight of the recluse and the student; but it had been reserved for the present age to prove that Chess could penetrate beyond academic bowers and cloistered walls, and could court attention and regard amongst the busiest men of the busiest city of this great empire. It was a proud and honourable boast to this hive of industry, that it possesses more literary and scientific institutions than any other city of its magnitude in the kingdom. They owed a deep debt of gratitude to Manchester for the honourable example she had offered to the chess world, in the assembly brought together on this occasion. If it had been at Oxford or Cambridge, he should not have wondered; for these were the habitations of literature, science, and study; but that such a meeting should have been held amongst men devoted to business, was the proudest tribute ever offered to Chess. As he was one who urged that the meeting of the Association should be held in Manchester this year, he was under additional obligation, that this meeting had not fallen short of his predictions of success.

After some further toasts, including the name of the indefatigable Secretary, it was resolved, *nem. con.*, that the Association meet next year at Liverpool, and that Mr. Morton Sparke be the honorary secretary of the Association for the ensuing year. Thanks being voted to the Chairman, the company separated.

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P R E F A C E

TO

VOL. IV.

The "Chess Player," we regret to state, will conclude with the present number.

Other and more pressing engagements have compelled the proprietors to relinquish an undertaking which, although not fraught with profit, was at least productive of gratification to them, inasmuch as they believe that they were to a considerable extent aiding the progress of a recreation which is now generally admitted to be the most intellectually healthy in existence.

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EDITED BY
KLING AND HORWITZ.

Black.

White.

White to move and win.

GAME PLAYED BETWEEN HERR SZEN AND A STRONG AMATEUR ;
the former gives K. B. Pawn and Move.

White—Mr. F.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to K. fifth
- 4 P. to Q. fourth
- 5 B. to Q. K. fifth
- 6 B. takes Kt. (check)
- 7 P. to Q. B. third
- 8 P. to Q. Kt. third
- 9 P. takes P.
- 10 B. to K. third
- 11 Kt. to Q. B. third
- 12 B. to Q. second
- 13 B. takes B.
- 14 P. to Q. Kt. fourth
- 15 Castles
- 16 P. to Q. R. fourth
- 17 P. to Q. Kt. fifth
- 18 P. to Q. R. fifth.
- 19 Kt. takes Kt.
- 20 P. to K. Kt. third (a)
- 21 P. to K. B. fourth
- 22 R. to Q. R. third
- 23 R. to K. B. second
- 24 B. to Q. Kt. fourth
- 25 P. to K. Kt. fourth
- 26 Q. to K. second
- 27 B. to Q. B. fifth
- 28 P. to Q. Kt. sixth
- 29 R. to K. Kt. second.
- 30 P. takes R.
- 31 R. to K. Kt. third
- 32 Q. takes R. (d)
- 33 R. takes Q.
- 34 R. to Q. R. square

Black—HERR SZEN.

- 1 P. to K. third.
- 2 P. to Q. fourth
- 3 P. to Q. B. fourth
- 4 Kt. to Q. B. third
- 5 Q. to Q. Kt. third
- 6 P. takes B.
- 7 B. to Q. R. third
- 8 P. takes P.
- 9 P. to Q. B. fourth
- 10 P. to Q. B. fifth
- 11 B. to Q. Kt. fifth
- 12 B. takes Kt.
- 13 Kt. to K. second
- 14 Castles (K. R.)
- 15 Kt. to K. B. fourth
- 16 Q. to Q. square
- 17 B. to Q. Kt. second
- 18 Kt. to K. R. fifth
- 19 Q. takes Kt.
- 20 Q. to R. sixth
- 21 R. to K. B. fourth
- 22 R. to K. R. fourth
- 23 R. to Q. B. square (b)
- 24 R. to K. R. third
- 25 P. to Q. B. sixth
- 26 R. to Q. B. fifth (c)
- 27 P. to Q. R. third
- 28 R. to K. Kt. third
- 29 R. takes B.
- 30 P. to Q. fifth
- 31 R. takes P.
- 32 Q. takes Q.
- 33 P. to Q. B. seventh
- 34 P. to Q. sixth and wins.

(a) P. to Q. R. sixth would have been much better play, confining Q. R.

(b) Well played, as the result will show.

(c) P. to B. seventh looks tempting, but we do not think it sound.

(d) Had R. taken R., Black would have pushed Pawn to K. sixth with fatal effect.

GAME PLAYED BETWEEN MR. GREENAWAY AND ANOTHER
[AMATEUR.]

<i>White</i> —MR. GREENAWAY.	<i>Black</i> —AMATEUR.
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 Kt. to Q. B. third
3 B. to Q. Kt. fifth	3 B. to Q. B. fourth
4 Castles	4 Kt. to K. B. third
5 P. to Q. B. third	5 Castles
6 P. to Q. fourth	6 P. takes P.
7 P. to K. fifth	7 Kt. to K. fifth
8 P. takes P.	8 B. to Q. Kt. third
9 P. to Q. fifth	9 Kt. to K. second
10 B. to Q. B. fourth	10 Kt. to K. Kt. third
11 Kt. to Q. B. third	11 Kt. takes Kt.
12 P. takes Kt.	12 Q. to K. second
13 P. to Q. fifth	13 P. takes P.
14 P. takes P.	14 Q. to K. B. third
15 B. to K. Kt. fifth	15 Q. takes Q. B. P.
16 R. to Q. B. square	16 Q. to Q. R. sixth
17 Q. to Q. fifth	17 Q. to Q. B. fourth
18 Q. takes Q. (a)	18 B. takes Q.
19 B. takes P. (check)	19 R. takes B.
20 R. takes B.	20 P. to K. R. third
21 B. to K. third	21 P. to Q. Kt. third
22 R. to Q. B. seventh	22 B. to Q. R. third
23 K. R. to Q. B. square	23 B. to Q. Kt. fourth
24 Kt. to Q. fourth (b)	24 B. to Q. sixth
25 R. to Q. B. eighth (check)	25 R. takes R.
26 R. takes R. (check)	26 R. to K. B. square
27 R. to Q. B. seventh	27 Kt. to K. fourth
28 R. takes R. P.	28 Kt. to K. Kt. fifth
29 Kt. to K. B. third	29 Kt. takes B.
30 P. takes Kt.	30 K. to Q. B. square (c)
31 R. takes P.	31 B. checks
32 K. to B. second	32 R. to Q. B. seventh (check)
33 K. to Kt. third	33 R. takes P.
34 R. to Q. Kt. seventh	34 P. to Q. Kt. fourth
35 P. to Q. seventh	35 R. to Q. R. square
36 R. to Q. B. seventh	36 B. to K. B. fourth
37 Kt. to Q. fourth	

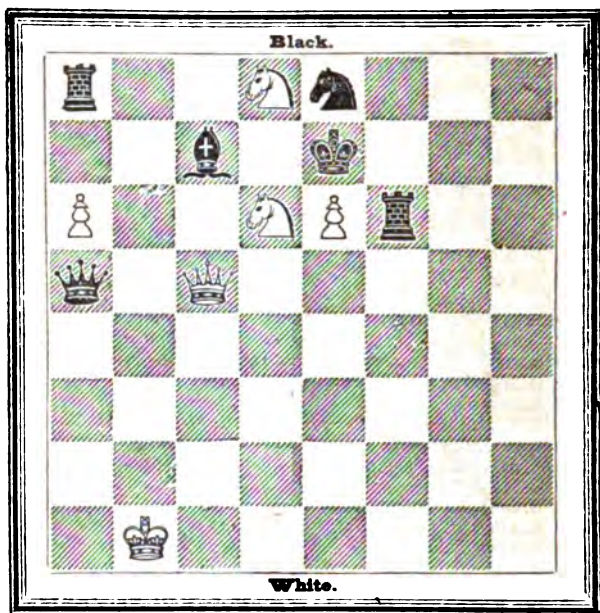
And wins.

(a) We do not think the exchange of Queens advisable here; it would have been better to have retired with Queen.

(b) To prevent B. from playing to Q. B. third.

(c) It would have been better to have played B. to K. B. fourth, defending P.

CHESS STUDY No. 2, BY DORVILLE.



White having the move can draw.

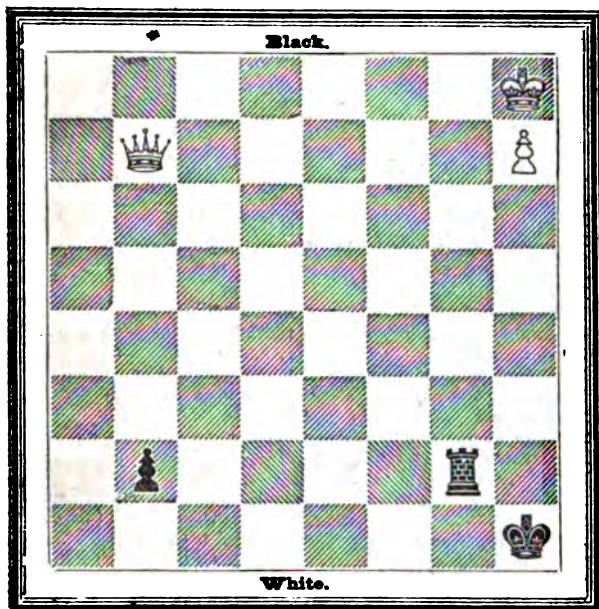
SOLUTION OF PROBLEM No. LI.

1 B. to B. seventh

| .

And Mates next move.

CHESS STUDY No. 3, BY KLING AND HORWITZ.



White to move and win.

SOLUTION TO PROBLEM NO. LII.

- | | |
|--------------------------------|-------------------|
| 1 B. to Q. fourth (dis. check) | 1 K. to R. fourth |
| 2 R. to Q. B. fifth (check) | 2 Kt. takes R. |
| 3 R. to R. fourth (check) | 3 Kt. takes R. |
| 4 B. to Q. B. third (check) | 4 Kt. takes B. |
| 5 Q. to Q. B. fifth (check) | 5 Q. takes Q. |

Mate.

GAME PLAYED BETWEEN MESSES. OLDHAM AND BROWN.

White—Mr. B.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 Q. to Q. Kt. third
- 8 Q. B. to Q. R. third
- 9 Castles
- 10 P. to K. fifth
- 11 Kt. takes Kt.
- 12 B. takes K. B. P. (check)
- 13 Q. Kt. to Q. second
- 14 Kt. to Q. B. fourth
- 15 Kt. takes B.
- 16 B. to Q. B. fourth
- 17 P. takes P.
- 18 P. to K. B. third (b)
- 19 Q. R. to Q. square
- 20 K. R. to K. square
- 21 P. to K. R. third
- 22 Q. takes P. on Q. Kt. 3rd (c)
- 23 Q. B. takes Q. P. (check)
- 24 Q. takes Q. Kt. P.
- 25 K. takes Q.
- 26 K. to Kt. square
- 27 R. to Q. Kt. square
- 28 Q. R. to Q. Kt. eighth (ch.)
- 29 P. to Q. fifth
- 30 P. to K. Kt. fourth
- 31 P. to K. Kt. fifth
- 32 P. takes Kt.
- 33 K. R. to K. seventh

Black—Mr. O.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to Q. R. fourth
- 6 P. takes P.
- 7 Q. to K. second
- 8 P. to Q. third
- 9 B. to Q. Kt. third
- 10 Kt. takes P.
- 11 Q. takes Kt.
- 12 K. to B. square
- 13 Kt. to K. B. third
- 14 Q. to K. second
- 15 R. P. takes Kt.
- 16 Q. to K. fourth (a)
- 17 Q. to K. R. fourth
- 18 Q. to K. R. fifth
- 19 R. to Q. R. fourth
- 20 R. to K. R. fourth
- 21 Q. B. takes R. P.
- 22 Q. to K. Kt. sixth
- 23 Q. takes B.
- 24 Q. to K. R. seventh (check)
- 25 B. to Q. B. eighth (dis. ch.)
- 26 B. takes Q.
- 27 B. to Q. B. third (d)
- 28 B. to K. square
- 29 R. to K. R. fifth
- 30 P. to K. R. fourth (e)
- 31 R. takes B.
- 32 K. R. to R. second

Black Resigned.

(a) Black might with safety have taken P. with P.

(b) Losing time, as Black could not play Kt. to Kt. sixth, with advantage. White should simply have pushed P. to K. R. third.

(c) Beautifully played.

(d) The only good move.

(e) Trying to bring K. R. into play, but White gives him no time.

GAME BETWEEN MESSRS. MERCER AND BROOKS.

White—Mr. MERCER.

- 1 P. to K. B. fourth
- 2 P. to Q. B. fourth
- 3 P. to K. third
- 4 P. to Q. fourth
- 5 K. Kt. to B. third
- 6 P. to Q. R. third (b)
- 7 Q. B. P. takes Q. P.
- 8 K. Kt. to K. fifth
- 9 K. B. to Q. Kt. fifth (check)
- 10 Q. to Q. R. fourth
- 11 B. takes B. (check)
- 12 P. takes Q. B. P.
- 13 P. to Q. Kt. fourth
- 14 B. to Q. Kt. second
- 15 Q. to Q. Kt. third
- 16 Castles
- 17 Q. Kt. to Q. second
- 18 Q. Kt. to K. B. third
- 19 B. takes Kt.
- 20 Q. R. to Q. square
- 21 K. to R. square
- 22 R. takes Kt.
- 23 R. takes Q. P.

Black—Mr. BROOKS.

- 1 P. to K. B. fourth
- 2 P. to Q. fourth
- 3 P. to K. third
- 4 P. to Q. B. fourth
- 5 Q. Kt. to R. third (a)
- 6 K. Kt. to B. third
- 7 K. P. takes P.
- 8 K. B. to K. second
- 9 Q. B. to Q. second
- 10 Q. Kt. to his square
- 11 Q. Kt. takes B.
- 12 B. takes P.
- 13 B. to Q. Kt. third
- 14 Castles (c)
- 15 K. R. to K. square
- 16 P. to Q. R. third
- 17 B. to Q. R. second
- 18 Kt. takes K. Kt.
- 19 Kt. to K. Kt. fifth
- 20 B. takes P. (check) (d)
- 21 Kt. to K. B. seventh (check)
- 22 B. takes R.

And Black resigned.

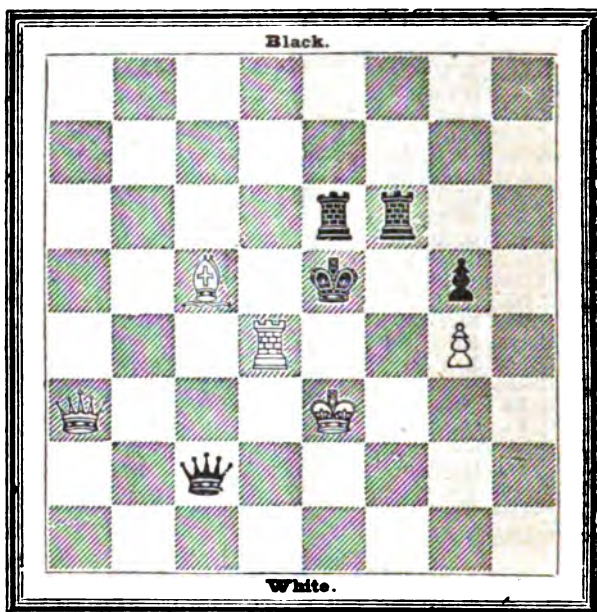
(a) Bad play, leading to a very weak game for Black.

(b) Kt. to Q. B. third would have been better.

(c) We do not understand why Black omitted to take K. P. with Bishop.

(d) He should have taken the Pawn with Kt.

CHESS STUDY NO. 4, BY KLING AND HORWITZ.



White to move and draw.

SOLUTION OF PROBLEM NO. LIII.

- 1 B. to K. B. fourth
- 2 Q. to Q. B. sixth
- 3 Kt. takes B.
- 4 P. mates

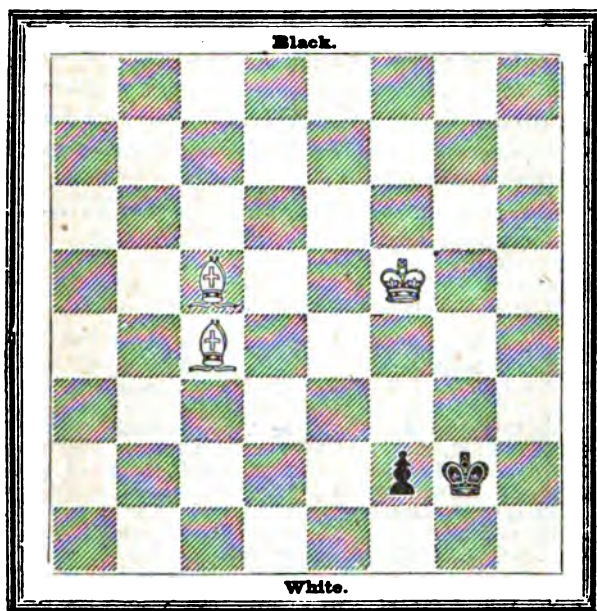
- 1 B. to Q. Kt. second (or A.)
- 2 B. takes Q.
- 3 P. moves

A.

- 1
- 2 R. to Q. Kt. eighth (check)
- 3 Kt. to Q. B. sixth
- 4 P. mates

- 1 B. to Q. R. sixth
- 2 B. interposes
- 3 P. moves

CHess STUDY No. 5, BY KLING AND HORWITZ.



White can only draw.

SOLUTION OF PROBLEM No. LIV.

- 1 B. to Q. B. fourth
- 2 P. to K. fourth
- 3 B. to K. B. seventh
- 4 R. mates

- 1 P. to K. B. fifth (or A.)
- 2 Kt. to K. B. square
- 3 Any move

A.

- 1
- 2 R. to Q. B. sixth
- 3 R. takes B.
- 4 R. mates.

- 1 Kt. to K. B. square
- 2 B. to Q. Kt. third (best)
- 3 Any move

In compliance with the oft-repeated requests of several correspondents, who have expressed themselves desirous of information as to the state of Chess-play on the Continent, we shall occasionally give extracts from the *Schachzeitung*, the chief organ of Chess on the Continent, and under the able editorship of Herr Anderssen. This and the three following games are taken from the above-named journal.

GAME PLAYED BETWEEN HERREN DUFRESNE AND MAYET.

White—HERR D.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 Castles
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 P. to Q. fifth
- 8 Q. to Q. third
- 9 Kt. to Q. R. third
- 10 Kt. to K. Kt. fifth
- 11 Kt. takes K. B. P.
- 12 B. to K. Kt. fifth
- 13 Kt. to Q. B. second
- 14 Kt. to K. third
- 15 Q. to Q. B. second
- 16 B. to Q. third
- 17 B. takes Kt.
- 18 Kt. to K. Kt. third
- 19 Q. takes B.
- 20 P. to Q. B. fourth
- 21 Kt. to Q. B. second
- 22 Kt. to K. second
- 23 Kt. on K. second takes B.
- 24 Kt. takes P.
- 25 Q. R. to K. square
- 26 P. to K. B. fourth
- 27 P. takes P.
- 28 Kt. to Q. B. sixth
- 29 R. to K. B. second
- 30 Q. to Q. fourth
- 31 Q. takes Q.
- 32 P. takes Kt.
- 33 Kt. takes R.
- 34 R. to K. seventh
- 35 K. to K. Kt. third

Black—HERR M.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. third
- 5 B. to Q. Kt. third
- 6 B. to K. Kt. fifth
- 7 Q. Kt. to K. second
- 8 P. to Q. R. third
- 9 P. to K. B. fourth
- 10 P. takes P.
- 11 B. to K. B. fourth
- 12 Q. to Q. second
- 13 Kt. to K. Kt. third
- 14 K. Kt. to K. second
- 15 Castles (K. R.)
- 16 P. to K. R. third
- 17 Kt. takes B.
- 18 B. takes B.
- 19 Q. to Q. Kt. fourth
- 20 Q. takes Q. Kt. P.
- 21 B. to Q. fifth
- 22 Q. to Q. Kt. third
- 23 P. takes Kt.
- 24 Q. to Q. R. fourth
- 25 R. to K. B. second
- 26 P. to Q. Kt. fourth (a)
- 27 Q. takes Q. B. P.
- 28 Kt. takes P.
- 29 Kt. takes P.
- 30 Q. takes R. (check)
- 31 Kt. to K. R. sixth (check)
- 32 R. takes Q.
- 33 P. takes P.
- 34 R. to Q. R. seventh (check)
- 35 R. to Q. B. seventh

White—Herr D.*Black*—Herr M.

- 36 R. takes Q. B. P.
 37 R. to Q. Kt. seventh (b)
 38 R. takes Q. Kt. P.

- 36 K. to K. second
 37 R. takes Kt.
 38 K. to K. Kt. third

White Resigned.

(a) Well played, breaking up the union of White's Pawns.

(b) White might have played for a drawn game, by tempting Black to advance his Q. Kt.'s P. to Queen.

GAME PLAYED BETWEEN HERREN KOSSAK AND MAYET.

White—Herr K.*Black*—Herr M.

- 1 P. to K. fourth
 2 Kt. to K. B. third
 3 B. to Q. B. fourth
 4 P. to Q. B. third
 5 P. to K. R. third
 6 P. to Q. third
 7 Castles
 8 Q. Kt. to Q. second
 9 P. to Q. Kt. fourth
 10 B. to Q. Kt. second
 11 B. takes B.
 12 P. to Q. fourth
 13 P. to Q. Kt. fifth
 14 B. takes P.
 15 Kt. to Q. fourth
 16 P. to K. B. fourth
 17 Q. to K. B. third
 18 K. to R. square
 19 Kt. takes P.
 20 P. to K. fifth
 21 P. to Q. R. fourth
 22 P. to Q. R. fifth
 23 Kt. to Q. fourth
 24 Kt. from Q. 4th to Kt. 3rd
 25 P. to K. B. fifth
 26 P. to K. B. sixth
 27 Q. to K. B. fourth
 28 Q. to K. R. sixth
 29 Kt. to K. B. third

- 1 P. to K. fourth
 2 Kt. to Q. B. third
 3 B. to Q. B. fourth
 4 P. to Q. third
 5 Kt. to K. B. third
 6 Castles
 7 B. to K. third
 8 Q. to Q. second
 9 B. to Q. Kt. third
 10 P. to K. Kt. third
 11 Q. takes B.
 12 P. takes P.
 13 P. takes P.
 14 Kt. to K. fourth
 15 Q. to K. second
 16 Kt. from K. 4th to Q. 2nd
 17 P. to Q. R. third
 18 P. takes P.
 19 Kt. to K. square
 20 P. to Q. fourth
 21 P. to Q. B. third
 22 B. to Q. B. fourth
 23 Kt. to Q. B. second
 24 B. to Q. R. second
 25 Kt. to Q. Kt. fourth
 26 Q. to K. third
 27 K. to R. square
 28 R. to K. Kt. square
 29 Kt. to K. B. square

White—HERR K.
 30 Kt. to K. Kt. fifth
 31 R. to K. B. fourth
 32 B. to Q. Kt. fourth (a)
 33 B. takes P.
 34 R. to K. R. fourth

Black—HERR M.
 30 Q. to Q. second
 31 B. to K. sixth
 32 P. to Q. B. fourth
 33 B. takes B.

Black Resigned.

(a) White might also have pushed P. to K. sixth, with equal effect.

GAME PLAYED BETWEEN HERREN BAYER AND FALKNER.

White—HERR B.
 1 P. to K. fourth
 2 Kt. to K. B. third
 3 B. to Q. B. fourth
 4 P. to Q. Kt. fourth
 5 P. to Q. B. third
 6 P. to Q. fourth
 7 Castles
 8 Q. to Q. Kt. third
 9 P. takes P.
 10 P. to K. fifth
 11 P. takes P.
 12 Kt. to K. R. fourth
 13 P. to K. sixth
 14 B. takes P.
 15 Q. takes B. (check)
 16 Kt. to K. B. third
 17 B. to K. Kt. fifth (a)
 18 B. takes Kt.
 19 Q. to K. fourth (b)
 20 Q. takes Q. Kt. P.
 21 Q. takes R.
 22 K. to R. square
 23 K. takes Q.

Black—HERR F.
 1 P. to K. fourth
 2 Kt. to Q. B. third
 3 B. to Q. B. fourth
 4 B. takes P.
 5 B. to R. fourth
 6 P. takes P.
 7 P. to Q. third
 8 Q. to K. B. third
 9 B. to Q. Kt. third
 10 P. takes P.
 11 Q. to K. Kt. third
 12 Q. to K. R. fourth
 13 P. takes P.
 14 B. takes B.
 15 K. Kt. to K. second
 16 R. to K. B. square
 17 R. takes Kt.
 18 Kt. to Q. fifth
 19 R. to K. B. fifth
 20 K. takes B.
 21 Kt. to K. seventh (check)
 22 Q. takes K. R. P. (check)
 23 R. mates (c)

(a) B. to Q. Kt. second would have been stronger.

(b) Had he played Q. to Q. square, Black would have replied R. to K. B. second; or had White Queen checked on K. Kt. eighth, Black would have played K. to Q. second; if White then were

to take Kt. P.; Black would play Rook to K. B. second, winning a piece.

(c) Very neatly finished.

GAME PLAYED, BY CORRESPONDENCE, BETWEEN THE CREFFELD
AND BRESLAU CHESS CLUBS.

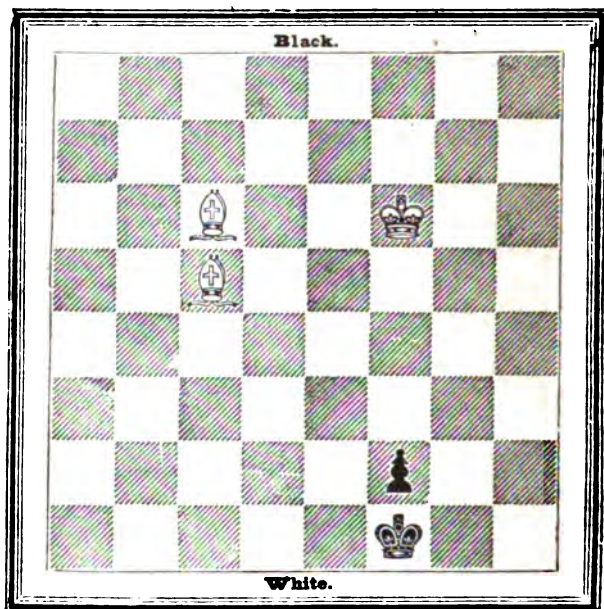
<i>White.</i>	<i>Black.</i>
1 P. to K. fourth	1 P. to Q. B. fourth
2 Kt. to K. B. third	2 P. to K. third
3 Kt. to Q. B. third	3 Kt. to Q. B. third
4 P. to Q. fourth	4 P. takes P.
5 Kt. takes P.	5 P. to Q. third
6 B. to K. third	6 Kt. to K. B. third
7 P. to K. R. third	7 B. to K. second
8 B. to Q. third	8 Castles
9 P. to K. B. fourth (a)	9 Q. to Q. Kt. third
10 Kt. to K. B. fifth	10 Q. takes P.
11 Kt. takes B. (check)	11 Kt. takes Kt.
12 B. to Q. fourth	12 Q. to Q. Kt. fifth
13 B. takes Kt.	13 P. takes B.
14 K. to Q. second	14 B. to Q. second
15 R. to Q. Kt. square	15 Q. to Q. R. fourth
16 R. to Q. Kt. third	16 Q. R. to Q. B. square
17 Q. to Q. B. square	17 R. to Q. B. second
18 Q. to Q. R. third	18 Q. to Q. B. fourth
19 R. to K. B. square	19 K. R. to Q. B. square
20 Kt. to K. second	20 Q. takes Q.
21 R. takes Q.	21 P. to Q. R. third
22 R. to Q. B. third	22 B. to Q. B. fourth
23 R. to Q. Kt. third	23 K. R. to Q. B. second
24 K. B. to Q. Kt. square	24 B. to Q. B. square
25 P. to K. Kt. fourth	25 Kt. to Q. B. third
26 R. to Q. Kt. sixth	26 K. to B. square
27 P. to K. R. fourth	27 Kt. to Q. R. fourth
28 P. to Q. B. third (b)	28 P. to K. fourth
29 P. to K. B. fifth	29 P. to Q. fourth
30 K. to K. square	30 P. takes P.
31 B. takes P.	31 Kt. to Q. B. fifth
32 R. takes K. B. P.	32 R. to Q. second
33 R. to K. R. sixth	33 Kt. to Q. seventh
34 R. to Q. Kt. fourth	34 P. to Q. R. fourth
35 P. to K. B. sixth	35 P. takes R.

Drawn Game.

(a) A weak move, which loses a Pawn.

(b) White might with safety have taken Q. P. with Rook.

CHESS STUDY No. 6, BY KLING AND HORWITZ.



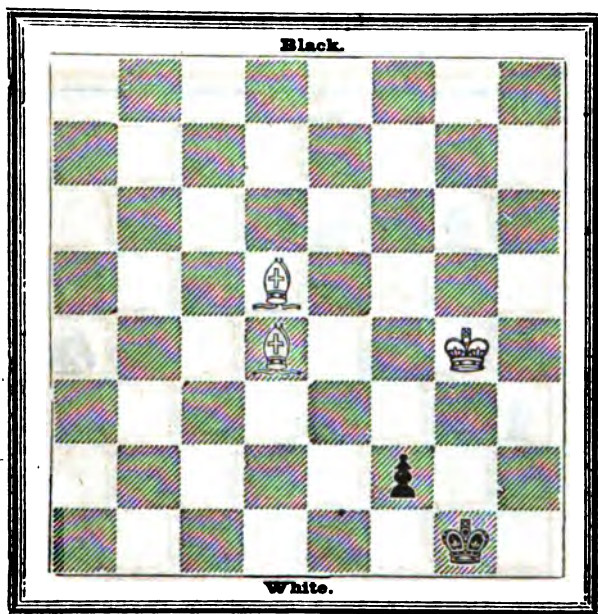
White to win.

SOLUTION OF PROBLEM No. LV.

- | | |
|------------------------------|--------------------|
| 1 Q. to Q. B. eighth (check) | 1 B. covers |
| 2 Q. to K. B. eighth (check) | 2 P. covers |
| 3 Q. to K. B. second (check) | 3 Q. covers (best) |
| 4 Q. takes Q. (check) | 4 Kt. takes Q. |

♣ And discovers mate.

CHESS STUDY NO. 7, BY KLING AND HORWITZ.



Black, even with the advantage of the move, must lose.

SOLUTION OF PROBLEM NO. LVI.

- | | |
|-------------------------------|------------------------|
| 1 Kt. to Q. Kt. sixth (check) | 1 P. takes Kt. (or A.) |
| 2 R. to Q. R. sixth | 2 Anything |
| 3 Q. to Q. B. seventh | 3 Anything |
| 4 Q. checks | |

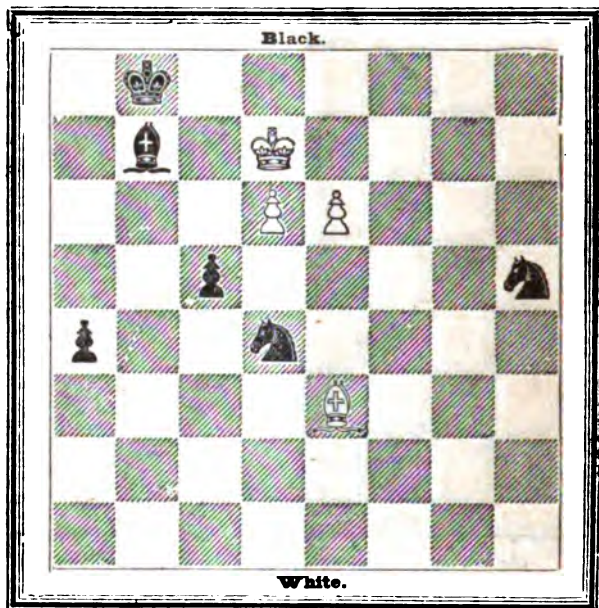
And mates.

- | | | |
|------------------------------|----|----------------------------|
| 1 | A. | 1 K. to Kt. square |
| 2 Q. to K. B. fourth | | 2 P. to Q. R. third (best) |
| 3 Q. to K. B. eighth (check) | | 3 K. to R. second |
| 4 Kt. to Q. seventh | | 4 Anything |
| 5 Q. to Kt. eighth | | |

Mate.

CHESS STUDY No. 8, BY KLING AND HORWITZ.

Dedicated to Von der Laza:



White, with the move, draws.

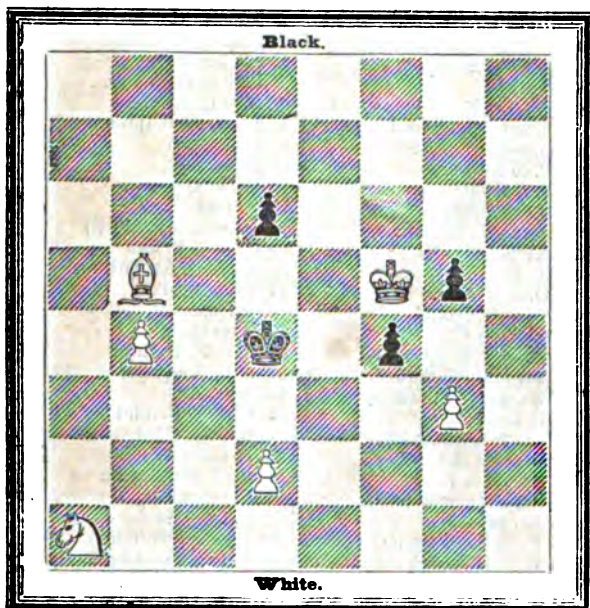
SOLUTION TO CHESS STUDY No. LXVI.

- 1 B. to Q. Kt. fourth
- 2 B. to Q. R. fifth
- 3 B. takes P.

- 1 R. to K. Kt. seventh
- 2 K. to K. seventh

And draws.

PROBLEM No. 1; for this difficult stratagem we are indebted to
FRED R., (of B.)



White to move and checkmate in six moves.

SOLUTION TO CHESS STUDY No. LXVII.

1. B. to Q. B. fifth
2. B. to K. third

1. K. takes P.

And draws.

C

GAME PLAYED BETWEEN HERR FALKBEER AND HERR SEHN.

White—HERR F.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 Castles
- 8 P. takes P.
- 9 B. to Q. Kt. second
- 10 Q. to Q. B. second
- 11 P. to K. fifth
- 12 P. takes P.
- 13 B. takes Kt.
- 14 Kt. to K. Kt. fifth
- 15 Kt. to Q. B. third
- 16 K. R. to K. square
- 17 Q. to Q. second
- 18 R. to K. second
- 19 Q. takes Kt.
- 20 R. to Q. B. square
- 21 Kt. to K. B. third
- 22 Kt. to Q. Kt. fifth (c)
- 23 R. takes Q.
- 24 Kt. to Q. sixth (d)
- 25 R. takes B.
- 26 Kt. takes B.
- 27 Kt. to Q. sixth
- 28 Kt. takes R.
- 29 K. to K. B. square
- 30 K. to K. second
- 31 P. to K. Kt. third
- 32 P. to K. B. fourth
- 33 R. to Q. second
- 34 K. to Q. third
- 35 P. takes P.
- 36 K. to Q. B. third
- 37 K. takes R.
- 38 P. to Q. B. fourth
- 39 K. to Q. B. third (e)
- 40 K. to Q. B. fourth
- 41 Kt. to K. B. seventh (check)
- 42 Kt. takes P.
- 43 P. takes P. (check)
- 44 K. to Q. third
- 45 Kt. takes P.
- 46 K. to K. third

Black—HERR S.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes P.
- 5 B. to Q. R. fourth
- 6 P. takes P.
- 7 P. to Q. third
- 8 B. to Q. Kt. third
- 9 Kt. to K. B. third
- 10 Castles (a)
- 11 P. takes P.
- 12 Kt. to Q. fourth
- 13 Q. takes B.
- 14 P. to K. B. fourth (b)
- 15 Q. to Q. B. fifth
- 16 Kt. to Q. Kt. fifth
- 17 Kt. to Q. sixth
- 18 Kt. takes B.
- 19 B. to Q. fifth
- 20 P. to K. R. third
- 21 R. to K. square
- 22 B. takes Q.
- 23 P. to Q. B. third
- 24 B. to K. third
- 25 B. takes R.
- 26 Q. R. to Q. square
- 27 R. takes P.
- 28 R. takes Kt.
- 29 P. to Q. Kt. third
- 30 P. to K. Kt. fourth
- 31 R. to K. third
- 32 K. to K. B. square
- 33 K. to K. square
- 34 P. takes P.
- 35 R. to Q. third (check)
- 36 R. takes R.
- 37 P. to Q. B. fourth
- 38 P. to Q. R. third
- 39 K. to K. second
- 40 K. to Q. third
- 41 K. to Q. B. third
- 42 P. to Q. Kt. fourth (check)
- 43 P. takes P. (check)
- 44 K. to Q. fourth
- 45 P. to Q. R. fifth (check)
- 46 P. to Q. Kt. fifth

White—HARRIS F.

- 47 Kt. to Q. fourth
- 48 Kt. to Q. Kt. fifth
- 49 Kt. to Q. B. third
- 50 K. to Q. fourth

Black—HARRIS S.

- 47 P. to Q. Kt. sixth
- 48 K. to Q. B. fourth
- 49 K. to Q. Kt. fifth

And wins.

- (a) Castling is rather hazardous here.
 - (b) The only move to save the game.
 - (c) Well played.
 - (d) Kt. to Q. B. seventh would have given White a much stronger attack.
 - (e) White would have had a won game in three moves by playing Kt. to Q. B. fourth, *e.g.*
- | | |
|--|--|
| <ul style="list-style-type: none"> 39 Kt. to Q. B. fourth 40 P. takes P. 41 Kt. to Q. sixth | <ul style="list-style-type: none"> 39 P. to Q. Kt. fourth 40 P. takes P. |
|--|--|

And wins easily.

GAME PLAYED BETWEEN MESSRS. GRIMSTON AND DYSON.**KING'S BISHOP'S GAMBIT.****White—MR. D.**

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 K. to B. square
- 5 Kt. to Q. B. third
- 6 P. to Q. fourth
- 7 B. to Q. second
- 8 P. to K. Kt. third
- 9 K. to Kt. second
- 10 P. takes P.
- 11 B. to K. second
- 12 B. takes K. Kt. P.
- 13 P. to K. fifth
- 14 Kt. to K. R. third (b)
- 15 Kt. to K. B. fourth
- 16 B. to K. R. fourth
- 17 R. to K. B. square (c)
- 18 Kt. takes Kt.
- 19 K. to Kt. square
- 20 B. to K. R. fifth (e)
- 21 R. to K. B. sixth
- 22 B. takes P. (check)
- 23 B. takes B.

Black.—MR. G.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Q. to K. R. fifth (check)
- 4 P. to K. Kt. fourth
- 5 P. to Q. third
- 6 P. to Q. B. third
- 7 Q. Kt. to Q. second
- 8 P. takes P.
- 9 Kt. to Q. Kt. third
- 10 Q. to K. Kt. fifth
- 11 Q. to K. third
- 12 B. to K. Kt. second
- 13 P. to Q. fourth (a)
- 14 P. to K. R. third
- 15 Q. to K. B. fourth
- 16 Kt. to K. second
- 17 Kt. to K. Kt. third
- 18 Q. to K. R. sixth (check) (d)
- 19 P. takes Kt.
- 20 Q. to K. third (f)
- 21 B. takes R.
- 22 K. to B. square
- 23 R. to K. Kt. square

White—Mr. D.

- 24 Q. to Q. third
- 25 Kt. takes Q. P.
- 26 Q. to Q. R. third (check)
- 27 Kt. to K. seventh (check)
- 28 Kt. takes R.
- 29 Q. to K. third
- 30 Q. to K. B. second
- 31 B. to K. R. fourth
- 32 R. to K. B. square
- 33 P. to Q. B. third
- 34 R. to K. B. sixth
- 35 B. to K. R. fourth
- 36 B. takes Kt.
- 37 Q. to K. third (check)
- 38 R. to K. B. fourth
- 39 Q. to K. B. second
- 40 R. to K. R. fourth
- 41 R. to K. B. fourth
- 42 K. to R. second
- 43 P. to Q. Kt. third
- 44 Q. to Q. B. second (check)
- 45 P. to Q. B. fourth
- 46 P. to Q. fifth
- 47 P. to K. sixth (check)
- 48 Q. to K. fourth
- 49 P. to K. seventh
- 50 P. Queens
- 51 Q. takes B.
- 52 Q. to K. B. eighth (check)
- 53 Q. to K. Kt. eighth (check)
- 54 Q. takes Q. (check)
- 55 P. takes R. (check)

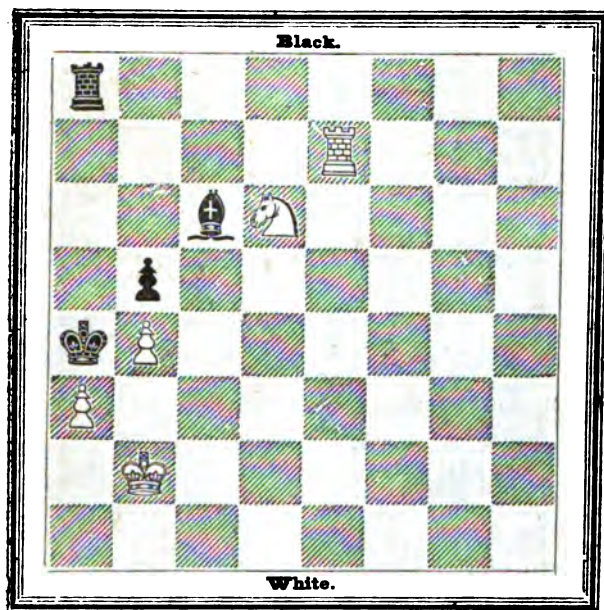
Black—Mr. G.

- 24 Q. to K. Kt. fifth
- 25 R. takes B. (g)
- 26 K. to Kt. square
- 27 K. to B. second
- 28 K. takes Kt.
- 29 Kt. to Q. fourth.
- 30 B. to K. B. fourth
- 31 R. to K. B. square.
- 32 Kt. to Q. B. second (h)
- 33 Kt. to K. third
- 34 P. to K. R. fourth
- 35 Kt. to K. Kt. fourth
- 36 K. takes B.
- 37 K. to Kt. third
- 38 Q. to K. Kt. fourth
- 39 R. to K. R. square
- 40 R. to K. Kt. square
- 41 R. to K. Kt. second
- 42 R. to K. B. second
- 43 B. to K. third
- 44 R. to K. B. fourth
- 45 K. to B. second
- 46 B. to Q. B. square (i)
- 47 K. to Kt. third
- 48 K. to B. third
- 49 B. to Q. second
- 50 B. takes Q.
- 51 R. takes R.
- 52 K. to Kt. third
- 53 K. to R. third
- 54 K. takes Q.

And wins.

-
- (a) It would have been bad play to take the Pawn.
 - (b) Probably better than Kt. to K. B. third.
 - (c) White might have gained a good attack by now playing P. to K. sixth.
 - (d) His best move.
 - (e) Highly ingenious.
 - (f) Black would evidently have been mated in three moves, had he taken the Bishop.
 - (g) Any other move would have been ruinous.
 - (h) A weak move.
 - (i) In this position, Black's best move would have been to take the Rook, and draw the game.

PROBLEM No. 2, BY HERR KLING.



White Mates in three moves.

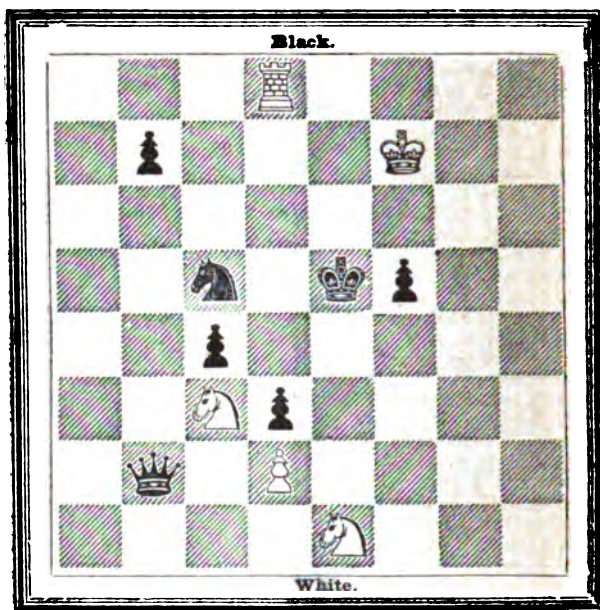
SOLUTION OF CHESS STUDY No. LXVIII.

- | | |
|-------------------------|-----------------------|
| 1 K. to Q. R. fifth | 1 K. to Q. Kt. square |
| 2 K. to Q. Kt. sixth | 2 K. to Q. R. square |
| 3 K. to Q. R. fifth (a) | 3 K. to Q. R. second |
| 4 K. to Q. Kt. fifth | |

And draws.

(a) Had White played to Q. Kt. fifth, he must have lost.

PROBLEM NO. 3, BY HERB KLING.



White Mates in two moves.

SOLUTION OF CHESS STUDY NO. LXIX.

- | | |
|--------------------------|-----------------------------|
| 1 P. to Q. Kt. sixth (a) | 1 P. to Q. R. third |
| 2 K. to K. sixth | 2 K. to Q. B. square (best) |
| 3 K. to K. seventh | 3 K. to Kt. square |
| 4 K. to Q. eighth | 4 K. to B. square |
| 5 P. to Q. B. sixth | |

And wins.

(a) Any other move would lead to a drawn game.

GAME PLAYED BETWEEN MR. D. DEWING AND MR. F. G. RAINGER.

White—MR. DEWING.

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 Q. to B. third
- 4 P. to Q. third
- 5 Kt. to Q. B. third
- 6 P. to Q. B. third
- 7 K. Kt. to K. second
- 8 B. to Q. second
- 9 Castles (Q. B.) (b)
- 10 P. takes B.
- 11 P. to Q. Kt. third
- 12 B. to K. third
- 13 P. to Q. R. fourth
- 14 Q. to K. R. third
- 15 P. to K. Kt. third
- 16 K. R. to K. B. square
- 17 P. to K. B. third
- 18 Q. to K. Kt. second
- 19 P. takes P.
- 20 Q. to K. Kt. square
- 21 B. to Q. fourth
- 22 K. R. to K. square (d)
- 23 B. to K. R. second
- 24 Kt. to Q. fourth
- 25 Q. to K. Kt. second
- 26 Q. B. P. takes P.
- 27 Q. to K. R. third
- 28 P. takes P.
- 29 B. to K. R. fourth
- 30 Q. takes Q.
- 31 Kt. to K. sixth
- 32 K. to Q. Kt. second (f)
- 33 Q. takes R.
- 34 K. to Q. R. third
- 35 Q. to K. R. square
- 36 Q. takes Kt.
- 37 P. to K. B. fourth
- 38 Q. to Q. third
- 39 Q. to K. B. third
- 40 Q. to K. Kt. second
- 41 Q. to K. B. third
- 42 P. to Q. Kt. fourth
- 43 Q. takes K. B. P.
- 44 Q. takes P.
- 45 K. takes R.

Black—MR. RAINGER.

- 1 P. to K. fourth
- 2 P. to K. Kt. third
- 3 Q. to K. second
- 4 P. to Q. third
- 5 P. to Q. B. third
- 6 B. to K. third
- 7 B. to K. Kt. second (a)
- 8 Q. Kt. to Q. second
- 9 B. takes B.
- 10 Q. to K. third
- 11 K. Kt. to K. second
- 12 Castles (K. R.)
- 13 P. to K. B. fourth
- 14 Q. to K. B. third
- 15 P. to Q. Kt. third
- 16 Kt. to Q. B. fourth
- 17 Q. R. to Q. square
- 18 P. to K. B. fifth (c)
- 19 B. to K. R. third
- 20 P. takes P.
- 21 Q. to K. third
- 22 Kt. to Q. second
- 23 Kt. to K. fourth
- 24 Q. to K. B. third
- 25 P. to Q. fourth
- 26 P. takes P.
- 27 B. to K. Kt. second
- 28 Kt. at K. second takes P.
- 29 Q. takes B. (e)
- 30 Kt. takes Kt.
- 31 R. takes R. (check)
- 32 R. takes R.
- 33 R. to K. square (g)
- 34 Kt. takes K. B. P.
- 35 R. takes Kt.
- 36 R. to K. fifth (h)
- 37 P. to K. R. fourth
- 38 K. to K. B. second
- 39 P. to Q. R. third (i)
- 40 P. to Q. R. fourth
- 41 R. to K. eighth
- 42 B. to Q. Kt. eighth
- 43 P. takes P. (check)
- 44 B. takes Q.
- 45 P. to K. Kt. fourth

White resigns.

- (a) Black ought to have taken B. with B. doubling White's Pawn.
 (b) Weak play, he should have first taken Bishop.
 (c) A very good and attacking move.
 (d) Pawn to K. R. fourth would have been better play.
 (e) More daring than sound.
 (f) Bad play, he should have taken Rook with Rook, leaving Black only three minor pieces.
 (g) From this point the game becomes very interesting.
 (h) A safe move.
 (i) Why not at once play the Pawn two squares, following the move up by Rook to Q. or K. eighth.

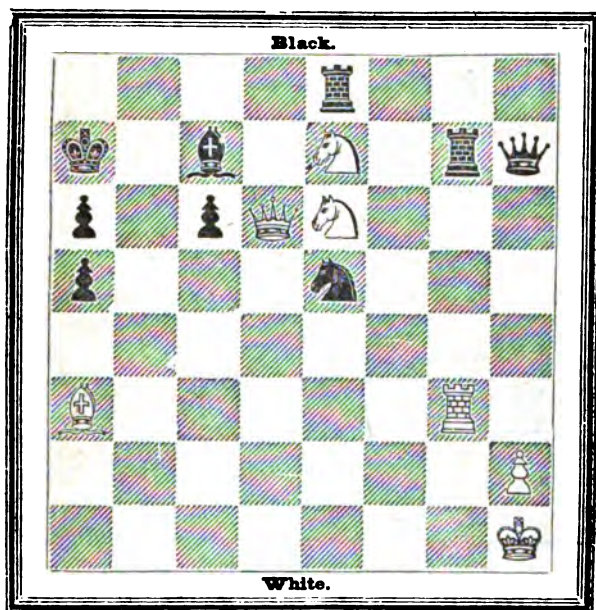
GAME PLAYED BETWEEN MR. KLING AND AN AMATEUR.

<i>White</i> —AMATEUR.	<i>Black</i> —MR. KLING.
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 B. to Q. B. fourth	3 Q. to R. fifth (check)
4 K. to B. square	4 P. to K. Kt. fourth
5 P. to Q. fourth	5 P. to Q. third
6 Kt. to Q. B. third	6 B. to K. Kt. second (a)
7 P. to K. fifth	7 B. to K. Kt. fifth
8 Kt. to K. B. third	8 B. takes Kt.
9 Q. takes B.	9 Kt. to Q. B. third
10 P. takes P. (c)	10 P. takes P.
11 Q. to Q. fifth (d)	11 Castles
12 Q. takes K. B. P.	12 B. takes P.
13 B. checks	13 K. to Kt. square
14 Kt. to K. fourth	14 Kt. to R. third
15 P. to K. Kt. third	15 P. takes P.
16 B. takes P.	16 Q. takes Kt.
17 B. to K. R. third	17 Q. takes R. (check)
18 K. to K. second	18 Q. R. checks
19 K. to Q. third	19 Q. to K. fifth (check)

And Mates in two moves.

- (a) Better, perhaps, P. to Q. B. third.
 (b) An inferior move, Q. to R. fourth was the proper play.
 (c) Better B. to Q. Kt. fifth
 (d) White may date all his disasters from this move.

PROBLEM No. 4, BY HERR BECK.



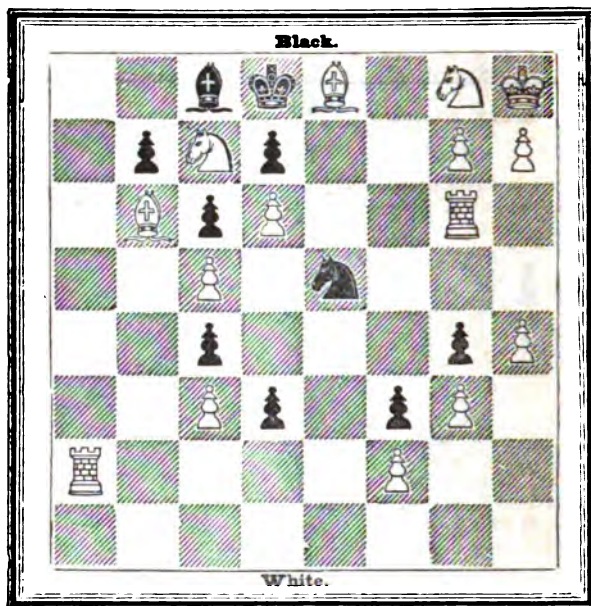
White mates in five moves.

SOLUTION OF CHESS STUDY No. LXX.

- | | |
|------------------------------|---------------------|
| 1 R. to K. second (check) | 1 K. to K. B. sixth |
| 2 R. to K. third (check) | 2 K. to Kt. seventh |
| 3 R. to K. Kt. third (check) | 3 K. to R. seventh |
| 4 R. to Kt. second (check) | 4 K. to R. sixth |
| 5 R. to Kt. third (check) | 5 K. to R. fifth |
| 6 R. to K. Kt. seventh | |

And draws.

PROBLEM No. 5, BY FRED. R., OF B.



White compels Black to Mate in five moves.

SOLUTION OF CHESS STUDY No. LXXI.

BLACK.

- 1 R. takes P. (a)
- 2 R. to R. second
- 3 K. to B. second
- 4 K. to Kt. square

WHITE.

- 1 B. to K. B. sixth
- 2 R. to Q. fifth
- 3 R. to Q. seventh (check)

And draws.

(a) Had Black given check at Kt. eighth, White would have moved K. to B. sixth, and won in the following way :—

- 1 R. to Kt. eighth (check)
- 2 R. to Kt. third (check)
- 3 R. takes P.
- 4 K. to R. second
- 5 K. to R. square

- 1 K. to B. sixth
- 2 K. to K. seventh
- 3 R. to Kt. fifth (check)
- 4 R. to Kt. seventh (check)
- 5 K. to Q. eighth

And wins.

SOLUTION OF CHESS STUDY No. LXXII.

- | | |
|-----------------------|--------------------------|
| 1 K. to K. second | 1 K. takes P. (or A, B.) |
| 2 K. to K. B. square | 2 K. to R. eighth |
| 3 P. to K. B. third | 3 K. to R. seventh (a) |
| 4 B. to K. B. second | 4 K. to R. eighth |
| 5 B. to K. Kt. square | |

And wins.

(a) If Black advance R. P., White plays B. to K. fifth, and wins, and should Black take P., White would answer with B. to K. Kt. square.

A.

- | | |
|--------------------------|-------------------|
| 1 | 1 K. to R. eighth |
| 2 K. to K. B. square | 2 K. takes P. |
| 3 B. to K. third | 3 K. to R. eighth |
| 4 P. to K. B. third, &c. | |

B.

- | | |
|---|--------------------|
| 1 | 1 K. to Kt. eighth |
| 2 P. to K. B. fourth (dis. check) (b) or C. | 2 K. takes P. |
| 3 K. to K. B. square | 3 K. takes P. |
| 4 P. to K. B. fifth | 4 P. to R. seventh |
| 5 B. to K. fifth (check) | 5 K. to R. sixth |
| 6 B. takes P. | 6 K. takes B. |

And draws.

(b) Bad play.

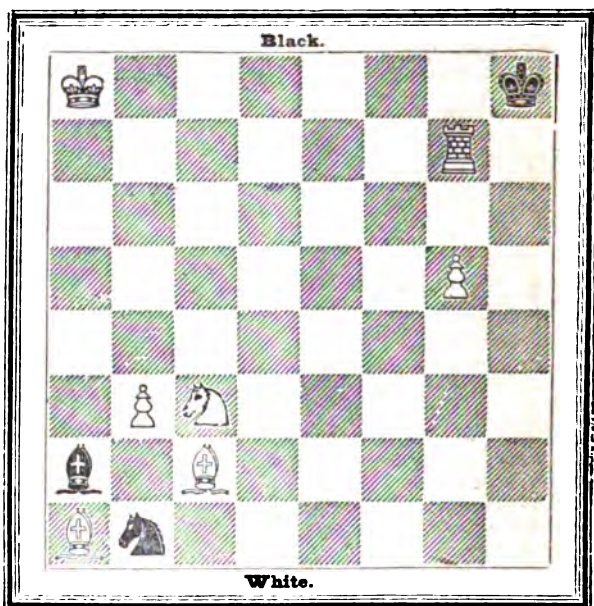
C.

- | | |
|----------------------|---------------------|
| 2 B. to K. fifth (c) | 2 K. to Kt. seventh |
| 3 B. to Q. sixth | 3 K. to Kt. eighth |
| 4 P. to K. B. third | 4 K. to Kt. seventh |
| 5 P. takes P. | 5 K. takes P. |
| 6 P. to Kt. fifth | |

And wins.

(c) The correct move

PROBLEM No. 6; (a beautiful little stratagem by HENRY
TURTON, Esq.)



White to move, and mate in three moves.

SOLUTION OF CHESS STUDY NO. LXXIII.

- | | |
|----------------------------|--------------------------------|
| 1 R. to Q. B. seventh | 1 R. to Q. Kt. third (ch.) (a) |
| 2 R. to Q. B. sixth | 2 R. to Q. Kt. square |
| 3 K. to K. sixth | 3 R. to Q. R. square |
| 4 R. to Q. Kt. sixth | 4 K. to Q. B. second |
| 5 R. to Q. Kt. second | 5 R. to K. R. square |
| 6 R. to Q. B. second (ch.) | 6 K. to Q. Kt. second |
| 7 R. to K. R. second | 7 R. to K. Kt. square |
| 8 K. to K. B. seventh | |

And wins by playing next move, K. to K. seventh

(a) Were Black to play R. to Q. R. square, White would win by replying with R. to Q. Kt. seventh.

FINE GAME RECENTLY PLAYED BETWEEN MESSRS. MONGREDIEN
AND MEDLEY.

White—Mr. MONGREDIEN.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 Kt. takes K. B. P.
- 9 Kt. takes R.
- 10 P. to K. fifth
- 11 Kt. to Q. B. third
- 12 P. takes Kt.
- 13 Castles
- 14 B. takes P.
- 15 Kt. to K. B. seventh
- 16 B. takes P.
- 17 Q. to K. R. fifth
- 18 Q. to K. R. fourth
- 19 P. to Q. fifth
- 20 P. to Q. sixth
- 21 P. takes P.
- 22 Q. R. to K. square (check)
- 23 Kt. to K. fifth
- 24 R. takes B.
- 25 R. to K. Kt. fifth (c)
- 26 Q. to K. R. sixth
- 27 R. to K. Kt. seventh (ch.)
- 28 R. to Q. square (check)
- 29 Q. to K. third (check) (d)
- 30 P. to Q. R. fourth (check)
- 31 Q. to Q. B. fifth
- 32 R. takes Kt.

Black—Mr. MEDLEY.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 Kt. to K. B. third
- 6 Q. to K. second
- 7 P. to Q. third
- 8 P. to Q. fourth (a)
- 9 P. takes B.
- 10 Kt. to Q. fourth
- 11 Kt. takes Kt.
- 12 B. to K. R. third
- 13 Q. takes R. P.
- 14 B. to K. Kt. second (b)
- 15 P. to K. Kt. sixth
- 16 Q. takes B.
- 17 Q. to K. Kt. third
- 18 Kt. to Q. B. third
- 19 Kt. to K. second
- 20 P. takes P.
- 21 Kt. to Q. B. third
- 22 B. to K. third
- 23 B. takes Kt.
- 24 Q. to K. Kt. square
- 25 Q. to K. R. square
- 26 K. to Q. second
- 27 K. takes P.
- 28 K. to Q. B. fourth
- 29 K. to Q. Kt. fourth
- 30 K. to Q. R. third
- 31 Kt. to Q. fifth
- 32 Q. to K. square

And White mated in three moves.

(a) Better to have first taken Pawn with Queen checking.

(b) Had Black played Pawn to K. Kt. sixth, White would have taken Pawn with Bishop.

(c) White, by this move, renders Black's Queen valueless.

(d) The proper check was Q. to K. Kt. fifth.

GAME PLAYED BETWEEN MR. W. BROWN AND ANOTHER
AMATEUR.

Black.—MR. BROWN.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 Kt. to Q. third
- 9 P. takes P.
- 10 B. to K. B. fourth
- 11 K. to Q. second
- 12 Q. takes P.
- 13 Q. to K. third
- 14 Kt. to Q. B. third
- 15 Q. R. to K. B. square
- 16 Kt. to Q. fifth
- 17 P. to K. fifth
- 18 Kt. takes P.
- 19 Kt. takes K. B. P. (b)
- 20 Q. takes B. (check)
- 21 Kt. takes P. (check)
- 22 B. takes Q. (check)
- 23 B. to Q. sixth

White.—AMATEUR.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. fourth
- 6 Kt. to K. R. third
- 7 P. to Q. third
- 8 P. to K. B. sixth
- 9 B. to K. second
- 10 B. takes R. P. (check)
- 11 P. takes P.
- 12 B. to K. Kt. fifth
- 13 Kt. to Q. B. third
- 14 Kt. to K. Kt. square (a)
- 15 R. to K. R. second
- 16 R. to K. Kt. second
- 17 P. takes P.
- 18 B. to K. third
- 19 Q. to Q. second
- 20 Q. takes Q.
- 21 K. to Q. second (c)
- 22 K. to K. second

Mate.

(a) Up to this period, the moves are correctly played, but White now makes a slip to which he must attribute the loss of his game.

(b) An excellent move, leading to a speedy victory.

(c) Taking Kt. with K. would have been equally unavailing.

GAME PLAYED BETWEEN THE EDITOR OF THE "HOME CIRCLE"
AND AN AMATEUR. *

White.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 Kt. takes P.

Black.

- 1 P. to K. B. fourth
- 2 K. to B. P. second
- 3 Q. to K. B. third

White.

- 4 P. to Q. fourth
- 5 Kt. to Q. B. fourth
- 6 Q. Kt. to B. third
- 7 P. to Q. fifth
- 8 P. to K. R. third
- 9 Q. B. to K. B. fourth
- 10 Q. to Q. fourth
- 11 P. to Q. R. fourth
- 12 Castles
- 13 Q. to Q. third
- 14 Q. Kt. takes K. P. (a)
- 15 Q. takes B.
- 16 Q. to K. third (b)
- 17 Q. B. to K. Kt. fifth
- 18 Q. R. to K. square
- 19 K. B. to Q. third
- 20 R. to K. second
- 21 Q. takes Kt.
- 22 Q. takes Q.
- 23 K. R. to K. square
- 24 Kt. to K. third
- 25 B. takes B.
- 26 Kt. to K. Kt. fourth
- 27 Kt. takes B.
- 28 P. to Q. B. fourth
- 29 R. to K. seventh (check)
- 30 K. to B. second
- 31 R. to K. Kt. square
- 32 R. from Kt. square to Kt. 7th

Black.

- 4 P. to Q. third
- 5 P. takes P.
- 6 K. Kt. to K. second
- 7 Q. to K. Kt. third
- 8 P. to K. R. fourth
- 9 Q. B. to K. B. fourth
- 10 P. to Q. R. third
- 11 Q. Kt. to Q. second
- 12 Q. to K. B. third
- 13 P. to K. Kt. third
- 14 B. takes Kt.
- 15 Q. Kt. to Q. B. fourth
- 16 Kt. takes Q. R. P.
- 17 Q. to K. B. second
- 18 K. R. to R. second
- 19 Kt. to Q. B. fourth
- 20 Kt. takes B. (check)
- 21 Q. to K. B. fourth
- 22 P. takes Q.
- 23 K. to Q. second
- 24 B. to R. third
- 25 R. takes B.
- 26 Kt. takes P.
- 27 R. to K. B. square
- 28 Kt. to K. B. fifth
- 29 K. to B. third
- 30 Kt. takes Kt. P.
- 31 Kt. to K. B. fifth

Black resigns.

(a) If Q. B. to K. Kt. fifth, Black might play Q. takes B., and then regain Q. by K. B. to R. third, with an even game.

(b) Better, perhaps, than Q. to Q. fourth, *eg.*—

- 16 Q. to Q. fourth
- 17 R. takes Q.
- 18 R. to Q. second

- 16 Q. takes Q.
- 17 K. B. to K. Kt. second
- 18 Kt. takes Q. R. P.

and although White has the better position, there is, as yet, nothing decisive in the game. The move adopted by White leaves him a fine attacking game after his nineteenth move.

A SMART LITTLE SKIRMISH BETWEEN MR. KLING AND ANOTHER GERMAN AMATEUR.

Black—Mr. KLING.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth

White—AMATEUR.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Q. to K. R. fifth (check)

Black—Mr. KLING.

- 4 K. to B. square
- 5 P. to Q. fourth
- 6 Kt. to Q. B. third
- 7 Kt. to Q. fifth
- 8 Q. to Q. third
- 9 Kt. to K. B. third
- 10 P. to K. fifth
- 11 Kt. to Q. B. third
- 12 B. to Q. Kt. third
- 13 P. to K. R. fourth
- 14 P. takes B.
- 15 Kt. to K. second
- 16 K. to B. second
- 17 Q. B. takes P. (a)
- 18 Q. B. to K. Kt. square
- 19 R. to K. Kt. fourth
- 20 Kt. takes P. (b)
- 21 K. R. takes Kt.

White.—AMATEUR.

- 4 P. to K. Kt. fourth
- 5 B. to K. Kt. second
- 6 P. to Q. third
- 7 K. to Q. square
- 8 B. to K. third
- 9 Q. to K. B. fourth
- 10 P. to Q. B. third
- 11 P. to Q. fourth
- 12 B. to K. Kt. fifth
- 13 B. takes Kt.
- 14 Kt. to K. second
- 15 Kt. to K. Kt. third
- 16 Kt. takes R. P.
- 17 P. takes B.
- 18 B. to K. R. third
- 19 B. to K. Kt. fourth
- 20 B. takes Kt.

White resigns.

(a) An ingenious move.

(b) White cannot now save his Queen.

NOTICES TO CORRESPONDENTS.

G. B.—(Folkestone).—Your game was badly conducted at the termination. At move 33, instead of R. takes P., you should have played R. to K. R. fourth. Black's answer would probably have been B. to K. B. sixth (best), and you would then have had a winning game by playing up your King.

R. B. W.—(Oxford).—Many thanks for the games sent; they shall have early insertion.

W. H.—(Aberdeen).—We desire to thank you for the information with which you have favoured us respecting your Chess Club. Your remarks upon problem 46 are, we regret to say, correct. The subject of the last paragraph of your letter shall receive our careful attention.

It is with extreme satisfaction that we have to announce to our readers the recovery of Mr. Medley, one of the finest of our metropolitan players, from a severe and protracted illness.

LETTERS

ON THE

HISTORY & LITERATURE OF CHESS.

LETTER I.

(To the Editor of "The Chessplayer.")

SIR,—As you have paid me the compliment of esteeming my sketches of the history and literature of the game of Chess, not unworthy of a place in the columns of your journal, I shall have much pleasure in doing my best to render them as entertaining as possible to your readers.

The high merits and attractions of Chess have of late been so often and so amply set forth by the writers of treatises on the game, that any discussion of its scientific beauty, or claims on our admiration, would here be superfluous, if not wearisome. It is now well known and acknowledged, that Chess, properly understood, is an excellent mental discipline; tending to render the mind at once subtle and logical, and to facilitate and increase the power of concentrating and fixing thought.

No one, indeed, acquainted with the game of Chess will be surprised at the universal interest that attaches to this noblest of pastimes. We have saloons devoted to its practice; Chess-clubs have been formed all over the world; elaborate treatises on the game have been written in abundance; Chess-periodicals are in ever increasing demand; the Chess-board forms a part of every drawing-room furniture, and hundreds play, where but some years ago it was scarcely possible to find an opponent: so that a liberal education can hardly be called complete without some knowledge of the "Royal Game." The studious and the wise, in every clime, have considered it a noble pastime, and the moralist has drawn from it many a pleasing and instructive allegory. And no liberal mind will be disposed to regret the progress of a game, which, though once "the science of the few," is now the never-failing source of rational enjoyment to the many.

Whilst, however, the practical part of Chess has been perfected by masters of the highest ability, the history and literary curiosities of the game appear to have been comparatively passed by, and suffered to lie scattered and neglected in obscurity. And this is, perhaps, somewhat surprising; as there is, connected with the game of Chess, no small amount of historical and antiquarian matter of a highly interesting character. Its sources, however, are neither very numerous nor easy of access. So that I have found the gathering and shaping of the history and literature of Chess into a series of letters presentable to the public, to be a task requiring more than a little of patient compilation and research. The many various accounts of the invention and origin of the game of Chess, given by different writers, prove, on examination, to be mostly mere fables. Such fictitious accounts are indeed equally plentiful and worthless. For example, the game of Draughts, and other similar ancient pastimes, have been repeatedly and often absurdly mistaken for Chess; whence has arisen a mass of conflicting and contradictory statements as to the source of the game.

Of the writers upon the history of Chess, whose suppositions appear to be based upon some probability, and grounded upon really serviceable research, the chief are—Sir William Jones, Mr. Christie, Mr. E. Irwin, and the Hon. D. Barrington: and of the varied inquiries of these *savans*, I have duly availed myself. Their opinions, the results of their investigations, are, indeed, at variance; but each of these writers has furnished dissertations on the subject, of much learning and ingenuity. Although I have not coincided altogether with the ideas of any one of these authors, I believe that there are many points of well supported and striking probability in the conjectures of each. And in my endeavour to unravel, in part, the intricate mystery of the invention of Chess, and to gather some apparent truth from existing evidence and testimony, I am not without some hope that my conclusions may seem neither groundless nor improbable. In the course of my inquiries I shall not fail to avail myself of any narratives of the origin of Chess which appear worthy of notice; and some of these are certainly sufficiently curious and amusing.

After investigating the origin of the game, our attention will be, in the next place, naturally directed to its introduction into Europe. On this subject, again, it will be found that writers differ; but my conjectures in this particular, will, I believe, be found on examination, to carry with them evidence almost amounting to proof.

I propose in the third place to examine the forms, powers, and names of the pieces, and of the board, with which Chess is played.

Of incidental historical mention of Chess,—of Chess anecdotes,—of Chess in every clime and age wherein it has prevailed,—of Chess in modern clubs and society,—of illustrious Chess-players,—of Chess-books and periodicals,—and of the "light and lustre" of the game itself, I also propose to present a record. In con-

cluding these preliminary observations, I must not neglect to render a grateful tribute of acknowledgment to all those writers from whose learned and ingenious researches I have drawn the principal materials for the compilation of these letters.

Not to trouble you, however, with a longer preamble, my first observation, with regard to the history of Chess, is that the precise period and locality of its invention, are (so far as authentic record is concerned) completely unknown.

Yet, although the certain origin of Chess is altogether hidden in the mists of antiquity, we have accounts of its descent and pedigree, sufficient to enable us to form *reasonable conjectures* as to the period, birth-place, and parentage of the original game. Different authors have, indeed, favoured us with various distinct and particular accounts of the production of the game of Chess—even the time, persons, place, and occasion; but these details are unfortunately at variance with themselves—many of them absurd, and all utterly uncertain. They are, however, in part, so interesting as to demand some examination, though amusingly numerous, puzzling, and contradictory. Before giving you my own conclusions upon this difficult and intricate subject, I invite your attention to a brief summary of the most popular accounts of the invention of the game—the rival nation-claimants for which honour are, as you will perceive, more numerous than the cities of old which contended for the honour of having been the birth-place of Homer.

1st. We are informed in Strutt's great work on "Sports and Pastimes," that the invention of Chess has been assigned to a Babylonish philosopher named Xerxes, in the reign of Evil-Merodach, his object being to reclaim a wicked prince by this philosophical game.

2nd. Some writers have voted the inventor to have been the Spartan Chilo, one of the seven sages of Greece.

3rd. A manuscript in the Harleian collection pronounces the inventor of Chess to have been no other than Ulysses!

4th. Several authorities award the merit of its invention to Pyrrhus, King of Epirus, who, they say, adopted this resource to keep his army from mutiny, in a time of famine. A most extraordinary resource, it must be admitted; but still more wonderful—some Jewish writers maintain the opinion that Moses, in the court of Pharaoh invented the game!

5th. Many authors assert that Chess was invented by Palamedes,* during the siege of Troy. A singular period, truly, for the appearance of this intricate, thoughtful, and quiet game.

6th. Cornelius Agrippa says that Attalus, an Asiatic king, was the originator of games of chance; and Chaucer repeats, as fact, that the same Attalus "first made the game of Chess."

7th. Gibbon attributes its invention to the wisdom of the Brahmins of India, which is also the opinion of Sir William Jones.

* This idea or theory is chiefly based upon a single line of Sophocles from which it can only be inferred that Palamedes invented some kind of game of pebbles!

8th. In Malcolm's history of Persia, we find that Abouzeour Mihir, who is styled the "Seneca of the East," is said to have been the inventor of Chess. He was tutor to Prince Hoormuz, and flourished about 570 years after Christ. There are some other authorities too, who assign Persia as the birth-place of the game.

9th. The Arabians will claim the honour for their own countrymen. The Egyptians are not without their advocates; and the Chinese, of course, are confident that Chess was invented by a prodigiously ancient "Celestial."

Besides all these, there are yet a few other accounts of this much-contested invention, with which it were useless to trouble you. Never did doctors so disagree as here.

Amid this mass of conflicting testimony, much learning has been wasted in the attempt to decide the question of inventorship, a point still unsettled, the researches of writers having in general *proved* only the remote antiquity of the game. Several of the learned have, however, reasoned with probability from their own investigations, and from the internal evidence of the game itself. Yet it is not always the most learned writer who reasons most correctly; and we must always remember that different circumstances give rise to different corresponding prejudices; hence we find that *each* probable ancient nation has its advocate in English literature.

Considerable learning and ingenuity have been brought to bear upon the investigation of such games among the ancients as have in any principle resembled Chess, with the view, if possible, to deduce from their analysis its source and origin. Let us see with what success.

Of the games of skill played among the ancients, one of the oldest of which we have any knowledge is the Greek *Pettia*, or game of pebbles. From scattered passages in various Greek writers, antiquarians have discovered that this game was played on a board of 16 squares, in whose centre was a space called "the sacred barrier," which neither party's men could touch.

It was played by two persons, one side having to move five black pebbles, and the other five white ones. The object of each player was to block up his opponent's men, then taking them off.

In attack, the purpose of each party appears to have been to circumvent a hostile pebble between two of his own, or between one of his own and the sacred space, when such pebble being pinned up, was taken. Also each party endeavoured to get beyond the middle line of the board, so as to occupy his adversary's half, and crowd his remaining men till no more should be left him, which done, the game was finished.

Such appear to have been the general principles of this game. The writer who has most fully investigated this subject is Mr. Christie,* and to his labours we are indebted for these particulars.

* "Inquiry into the Ancient Greek Game supposed to have been invented by Palamedes at the Siege of Troy, and whether it be not more reasonable to suppose Chess to have been a gradual invention improved from, rude and more primitive materials," by James Christie.

He has very ingeniously pointed out the analogy between this ancient game and Chess, and the leading points of resemblance upon which Christie argues that Chess is derived from it, may be briefly summed up thus—he says, “there were two ways in which a pebble in the *petteia* (pebbles) might be blocked up:—first, *between two hostile pebbles*, and second, *between one hostile pebble and the sacred mark*. Therefore both players tried to pin the adverse men up by getting them fixed in one or other of these positions, when such unlucky pebble was withdrawn. Of course, so long as the sacred mound remained a stationary mark in the middle of the board, the advantage to be derived from his obstructing or blocking influence was only to be found in the centre of the field. But as his assistance was often equally desirable in other parts of the board, the idea arose of making this agent moveable; and in order that each player should share equally the privilege of this increased power, as the advantages of his original state were common to both, it was now only fair that each party should have a *sacred* pebble, as inviolable as the mark had been at first, and hence,” says Christie, “arose the custom of *never taking the King* at Chess.”

“In arranging the pebbles at commencing a game,” he pursues, “it was not thought fit to obtrude the sacred pebble in front of the line; so a place was assigned him in a rear rank, and, moreover, that he might look not to be lonely, an attendant was given him on each side, and these attendants had the power of repelling the adverse sacred pebble;” and hence, our author tells us, we have the custom of *checking*.

Yet through all these additions the *original object* of the *petteia* was retained, the *blockade*, “to which,” says Christie, “our Check-mate is certainly analogous, except that in the early game, it was attempted indiscriminately on every pebble, while in the modern game *exclusively directed at the King*.”

Notwithstanding these points of similarity, I think there are sufficient reasons for *not agreeing* with Christie in his supposition that this Greek game was ever improved and fashioned into Chess.

Respecting the origin of this game, *Petteia*, the same writer, upon very good reasons, considers it to have been an improved formation upon still earlier and ruder materials. And here he gives some valuable information and hints bearing upon our subject.

This yet earlier game, to which we allude, is one that has been played almost all over Europe from time immemorial, still familiar enough to every school-boy, and known as “Nine-penny Mar,” “Morris,” or “Merelles.” It is supposed to have been brought into vogue in this country by the Norman conquerors, and that their word, “Merelles,”* signifying *counters*, was afterwards

* This word has even been also corrupted into “merry pegs.”

corrupted into *morels* and *morris*. Like every other game, it is differently played in different places, but the scheme is briefly this :—

Two players, each having nine counters, or pebbles, of a different colour or form to those of his opponent, place their pieces alternately, one by one, upon the angles or spots of the board. The object of each party in placing his men, is to get three in a straight row, and to prevent his antagonist's forming such a uniform row. He who succeeds in making a row of three, *takes* one of the adverse men from any place he chooses, and puts the captured piece into the centre or pound. But a row of three cannot be touched by the successful party if the loser have another man on board where-with he can pay the forfeit. He who first takes all the adverse men wins the game.

One may often see this game chalked out on the flags, on the crown of a hat, or cut in the grass, to which last custom Shakespeare alludes, when, in the "*Midsummer Night's Dream*," describing the pernicious consequences of Oberon's raising storms of "wet, Titania says :—

"The folds stand empty in the drowned field,
And crows are fatted with the murrain flock ;
The nine-men's-morris is filled up with mud,
And the quaint mazes in the wanton green,
For lack of tread, are undistinguishable."

Or it is planned on a table-top, and many of your readers have probably often seen sailor-boys playing it on the timbers by a dock-side in our sea-port towns. How little do we think that the very games of our childish years formed the pastimes of the ancient Tartars or Scythians, and served to amuse the childhood of deified Indian Rajahs two thousand years ago ! or dream of finding in our nurseries the identical diversions of Achilles and his myrmidons !

Christie says that this is the very game which the Greeks called *Triodion*, and he very justly concludes, that, as *depositing*, or *placing*, the pebbles is more primitive than *moving* or *playing* them, this game, now known as *Merelles*, is more ancient than the *Petteia*, which was probably modelled from it.

From a critical examination of Greek writers, Christie infers that this game of pebbles was derived from the Asiatic shepherds, with whom he supposes it originated, in its first and earliest form. It certainly appears a very likely pastime for the listless leisure of a pastoral life, especially as our author tells us that the Oriental name for this central space signified a *fold*.

Christie's opinion, resulting from his researches, is, that the Scythians, ancestors of the present Tartars, were, long before the siege of Troy, the originators of the pebble game, from which Chess has been produced by a series of gradual improvements : he also supposes that from the east of the Caspian, this original

game spread westward to Greece, south-west to Persia, south-east to India, and east to China, receiving, in each country, various alterations and additions.

Now, agreeing that there is every appearance of probability in Christie's conjectures as to the source or origin of Chess, but rejecting his synthetic method of building the game out of the Greek *Petteia*, my own conclusions, regarding the invention of Chess, are briefly these:—that in its present state of perfection, we are not indebted for it to any *one* individual alone, nor to any *single* period, but that it is a combination of the ingenious ideas of many minds, wrought up gradually from a simple game played in the earliest ages with pebbles of two different colours; and that this primitive pebble game was a kind of what is still commonly known as *Merelles*, that in the east of Asia, the part of the world first peopled, some form of this primitive game has been played from time immemorial, and is, perhaps, nearly as old as pastoral life itself: that it has spread thence, perhaps along with the very spread of the human race, over all the countries known to the ancients, being more or less popular and varied in every nation according to the customs, habits, or genius of the people: that this is probably the common source of all games played on a chequered board, it having been played among the Greeks in several different forms, as the *Tridion*, and afterwards the more martial *Plindion* and *Petteia*, and among the ancient Romans as the *Ludus latruncularum*, which Dr. Hyde supposes to have resembled our Draughts: that similar forms of the game were also very early played in the north of Europe. But the country in which the early pastime has been elaborated into the incomparable game of Chess, I conclude to have been *India*; and that it passed thence into China, and next into Persia, whence the Arabs took it; and when, in the flourishing times of the Caliphate, they conquered Spain, their Saracen legions thus introduced the game into Europe. Without the least wish to impose any dictum upon the judgment of others, this, for reasons and from arguments which I shall detail shortly, I conceive to have the probable rise and descent of Chess.

Whilst writing the above, it occurs to me that the game of *Merelles* may be derived from another equally familiar game, even more primitive in style. Every one is acquainted with this simplest of chequered games, wherein either player wins, who can first contrive to place his three pebbles, or marks, in a straight row. Who has not played at "Tip-tap-toe?" Is it not possible that this most primitive scheme of all, may have preceded the Arcadian *Merelles*, and stand at the head of the pedigree? We are almost afraid to entertain an idea so far beneath the dignity of the "game divine," and few Chess-players will thank us for hinting at the possibility that this intellectual pastime may be lineally descended from "Tip-tap-toe," and actually related to "Fox and Goose."

On the whole, we think the weight of evidence preponderates in favor of India as the mother country of Chess. Dr. Hyde maintains the claims of the Indians on most substantial authority, and Sir Wm. Jones strongly advocates the same opinion. He says,—“If evidence were required to prove this fact, we may be satisfied with the evidence of the Persians, who, though as much inclined as other nations to appropriate ingenious inventions to themselves, unanimously agree that the game was imported from the west of India in the sixth century of our era.” The same author tells us that though he had found no account of the game among the classical writings of the Brahmins, yet the existence of Sanscrit (or Ancient Indian) works on Chess is confidently asserted.

Some of the Brahmins say that one of their body contrived the game of Chess to divert the melancholy of a love-sick princess about thirteen centuries ago. But the more general account is this :—A Brahmin, named Sessa, wishing to reclaim the conduct of a tyrannical prince, invented this game, wherein the King, though the most considerable piece, is both for attack and defence, entirely dependent on his subjects. Sessa was employed to teach the Prince the new game, and the Brahmin took the opportunity to convey the moral at the same time. The King was delighted with the new invention, and offered the Brahmin his choice of a reward. Sessa requested that he might have given to him 1 grain of wheat for the first square of his Chess-board; 2 grains for the second square; 4 for the third; 8 for the fourth; 16 for the fifth; and so on, doubling to the sixty-fourth square. The King was astonished at the seeming modesty of the demand, but was quickly astonished when his officers told him, that on calculation they found that his whole kingdom could not furnish the amount.

With regard to this and all other particular details, we may regard them as nothing more than ingenious and amusing. Christie conjectures that the Hindoo who is said thirteen hundred years since to have invented Chess, borrowed it from the Tartar in its most ancient form. Of such useless particulars as these, however, we can never be certain; the very look and character of the game independent of its internal evidence, are sufficient to convince us of its Asiatic origin.

I am, Sir, &c.

B. S.

GAME PLAYED BETWEEN THE LATE M. KIESERITZKI AND
M. LA ROCHE.

White—MR. LA ROCHE.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 K. to B. square
- 5 Kt. to Q. B. third
- 6 Kt. to Q. fifth
- 7 P. to Q. fourth
- 8 Kt. to Q. B. third
- 9 Kt. to K. B. third
- 10 K. to B. second
- 11 P. to K. fifth (a)
- 12 Q. takes B.
- 13 K. takes Q.
- 14 B. to Q. third
- 15 P. to K. R. fourth
- 16 P. takes P.
- 17 R. takes R.
- 18 K. to Kt. fourth
- 19 B. to Q. second
- 20 R. to K. R. square
- 21 R. to R. seventh
- 22 R. to K. B. seventh
- 23 K. takes P.
- 24 K. to R. fifth
- 25 P. takes P.
- 26 R. to R. seventh
- 27 P. takes Kt.
- 28 B. to K. square
- 29 B. to K. R. fourth (b)
- 30 K. to K. Kt. fifth
- 31 K. to K. B. sixth
- 32 K. to K. sixth
- 33 K. takes B.
- 34 R. takes P.
- 35 Kt. to Q. square
- 36 Kt. to K. third
- 37 R. to K. Kt. seventh
- 38 R. takes Kt.
- 39 R. to K. B. sixth
- 40 K. takes P.
- 41 K. takes P.
- 42 P. to Q. fourth
- 43 K. to Q. B. fourth

Black—MR. KIESERITZKI.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Q. to K. R. fifth (check)
- 4 P. to K. Kt. fourth
- 5 P. to Q. third
- 6 K. to Q. square
- 7 P. to Q. B. third
- 8 B. to K. Kt. fifth
- 9 Q. to K. R. fourth
- 10 B. to K. Kt. second
- 11 B. takes Kt.
- 12 Q. takes Q. (check)
- 13 P. to Q. fourth
- 14 P. to K. R. third
- 15 Kt. to K. second
- 16 P. takes P.
- 17 B. takes R.
- 18 P. to K. B. third
- 19 Kt. to Q. second
- 20 K. to Q. B. second
- 21 R. to K. square
- 22 P. takes P.
- 23 R. to K. Kt. square (check)
- 24 K. to Q. square
- 25 Kt. takes P.
- 26 Kt. takes B.
- 27 B. to K. fifth
- 28 R. takes P.
- 29 R. to K. R. seventh
- 30 B. to Q. third
- 31 K. to K. square (c)
- 32 Kt. to K. Kt. third
- 33 R. takes B.
- 34 P. to K. B. sixth
- 35 R. to K. R. eighth
- 36 P. to K. B. seventh
- 37 R. to K. eighth
- 38 R. takes Kt.
- 39 R. to K. seventh
- 40 R. takes P.
- 41 R. takes P.
- 42 P. to Q. R. fourth
- 43 P. to R. fifth

White.—MR. LA ROCHE.

44 R. to K. B. third

45 P. to Q. fifth

46 K. to Q. Kt. third

Black.—MR. KIESERITZKI.44 K. to Q. second (*d*)

45 P. to Q. R. sixth

46 R. to K. seventh

And White resigns.

(a) A weak move.

(b) White's intention is a very good one, but Black gains time through this move.

(c) The winning move.

(e) This move is necessary in order to enable Black to sacrifice R. on K. sixth.

GAME PLAYED BETWEEN MR. WILLIAMS AND MR. M. G. K.—N.

White.—MR. G. K.—N.

1 P. to K. fourth

2 P. to K. B. fourth

3 Kt. to K. B. third

4 P. to K. R. fourth

5 Kt. to Kt. fifth

6 Kt. takes P.

7 B. to Q. B. fourth (check)

8 B. takes P. (check)

9 P. to Q. fourth

10 Kt. to Q. B. third

11 B. takes P. on K. B. fourth

12 P. takes Kt.

13 Castles

14 P. takes B.

15 B. to K. fifth

16 Q. to Q. third

17 R. takes R. (check)

18 Q. to K. R. seventh (*b*)

19 R. to K. B. square (check)

20 Q. to K. R. eighth (check)

21 Q. to K. R. seventh (check)

22 R. to K. B. seventh

23 B. to K. B. sixth (*c*)

24 K. to K. R. second

25 K. to R. third

Black.—MR. W.

1 P. to K. fourth

2 P. takes P.

3 P. to K. Kt. fourth

4 P. to Kt. fifth

5 P. to K. R. third

6 K. takes Kt.

7 P. to Q. fourth

8 K. to K. square

9 Kt. to K. B. third

10 B. to Q. Kt. fifth

11 Kt. takes B.

12 P. to Q. R. third (*a*)

13 B. takes Kt.

14 Q. takes P. on Q. fourth

15 R. to K. B. square

16 Q. to K. third

17 K. takes R.

18 Kt. to Q. B. third

19 K. to K. square

20 K. to Q. second

21 Kt. to K. second

22 P. to Q. B. third

23 Q. to K. eighth (check)

24 P. to K. Kt. sixth (check)

25 K. to B. square (dis. ch.)

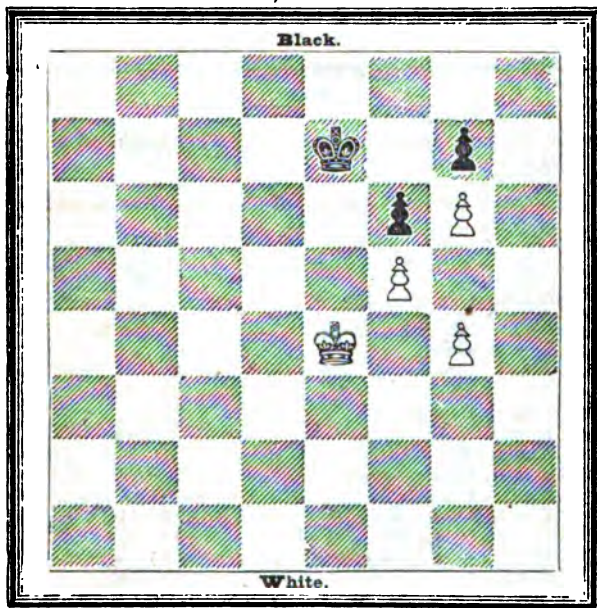
And White resigns.

(a) Losing time, he ought to have taken Kt. at once.

(b) Better than checking with R., as he confines the adverse King.

(c) Losing the game at once.

CHESS STUDY No. 9, BY KLING AND HORWITZ.



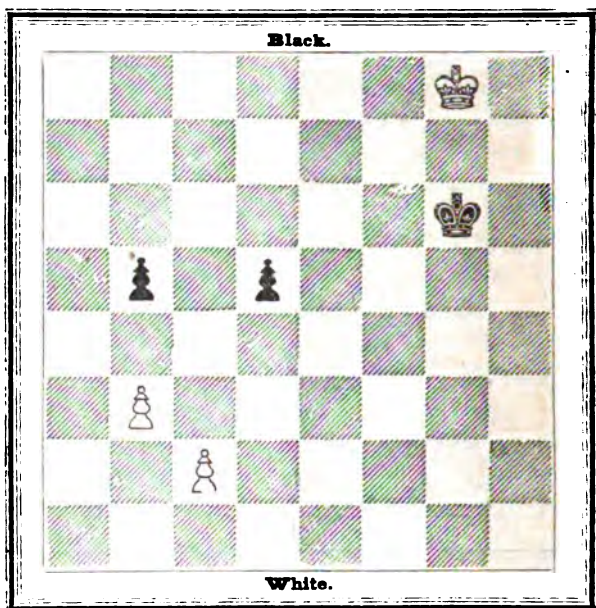
White to move and win.

SOLUTION OF CHESS STUDY No. 1.

- | | |
|-------------------------------|----------------------------|
| 1 Kt. to Q. Kt. third | 1 B. to Q. Kt. third |
| 2 K. to Q. third | 2 B. to K. B. seventh |
| 3 Kt. to Q. eighth | 3 B. to Q. R. second |
| 4 Kt. to Q. B. sixth | 4 B. to Q. Kt. third |
| 5 K. to Q. B. second | 5 B. to K. sixth |
| 6 Kt. from Kt. 3rd to R. 5th | 6 B. to Q. B. fourth |
| 7 Kt. to Q. Kt. seventh | 7 B. to Q. Kt. third |
| 8 Kt. to Q. sixth | 8 B. to K. B. seventh |
| 9 Kt. to K. eighth | 9 B. to Q. Kt. third |
| 10 Kt. to K. B. sixth | 10 B. to K. B. seventh |
| 11 Kt. to Q. fifth | 11 B. to Q. B. fourth |
| 12 K. to Q. third | 12 B. to K. B. seventh |
| 13 Kt. from Q. 5th takes | 13 B. to Q. B. fourth |
| Kt.'s Pawn | |
| 14 K. takes P. | 14 B. to K. B. seventh |
| 15 Kt. to Q. fifth | 15 B. to K. eighth (check) |
| 16 K. to Q. third | 16 P. to Q. Kt. fifth |
| 17 K. to Q. B. fourth | 17 B. to K. B. seventh |
| 18 Kt. from Q. 5th takes P. | 18 B. to Q. B. fourth |
| 19 Kt. to Q. fifth, and wins. | |

CHESS STUDY No. 10.

This position occurred in a Game between VON DER LASE, and
HERE MAYET.



White, even with the advantage of the move, must lose.

SOLUTION OF CHESS STUDY No. 2.*

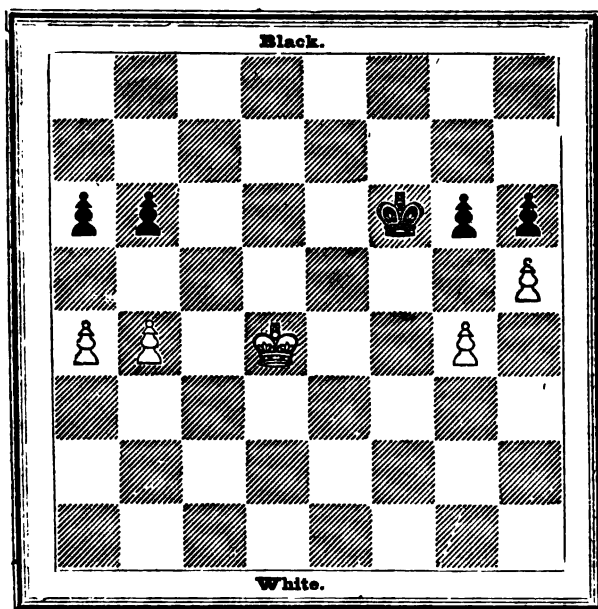
- | | |
|------------------------------|----------------|
| 1 Kt. to K. B. sixth (check) | 1 K. takes Kt. |
| 2 Q. to K. seventh (check) | 2 K. moves |
| 3 Q. to Q. seventh (check) | 3 K. moves. |
| 4 Q. to Q. B. eighth (check) | 4 K. takes Q. |
| 5 Kt. to K. seventh (check) | |

And draws by perpetual check.

* A Black Kt. was accidentally omitted to be placed on K. Kt. second.

CHESS STUDY, No. 11.

Position in a Game recently played between Mr. WILLIAMS and an Amateur.



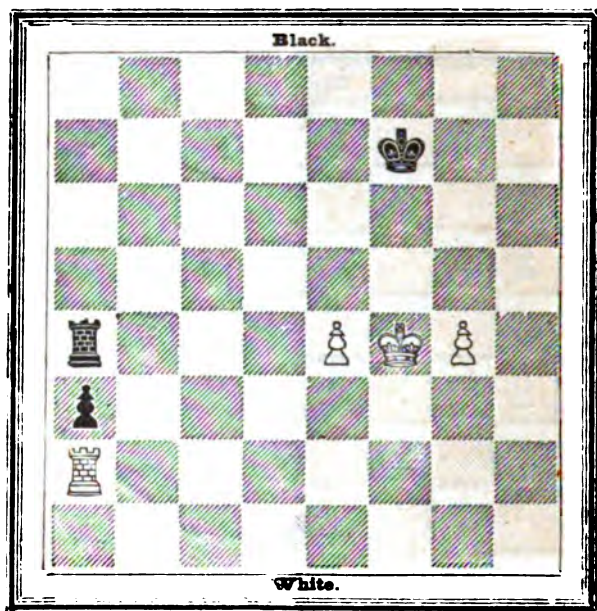
White to move and win.

SOLUTION OF CHESS STUDY No. 3.

- | | |
|------------------------------|--------------------|
| 1 Q. to K. fourth | 1 K. to R. seventh |
| 2 Q. to K. R. fourth (check) | 2 K. to Kt. eighth |
| 3 Q. to K. square (check) | 3 K. to R. seventh |
| 4 Q. to Q. Kt. square | 4 K. to R. sixth |
| 5 Q. to K. R. square (check) | 5 K. to Kt. sixth |
| 6 K. to K. Kt. seventh | |

And wins.

CHESS STUDY No. 12, BY KLING AND HORWITZ.



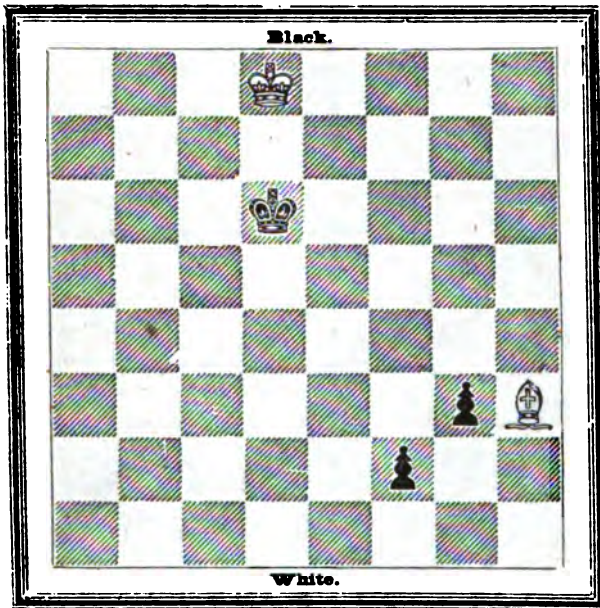
White can only draw.

SOLUTION OF CHESS STUDY No. 4.

- | | |
|-----------------------------|---------------|
| 1 B. to Q. sixth (check) | 1 R. takes B. |
| 2 Q. to Q. R. fifth (check) | 2 K. moves. |
| 3 R. takes R. (check) | 3 K. takes R. |
| 4 Q. to K. fifth (check) | |

And draws.

CHESS STUDY No. 13, BY KLING AND HORWITZ.



White moves first and draws.

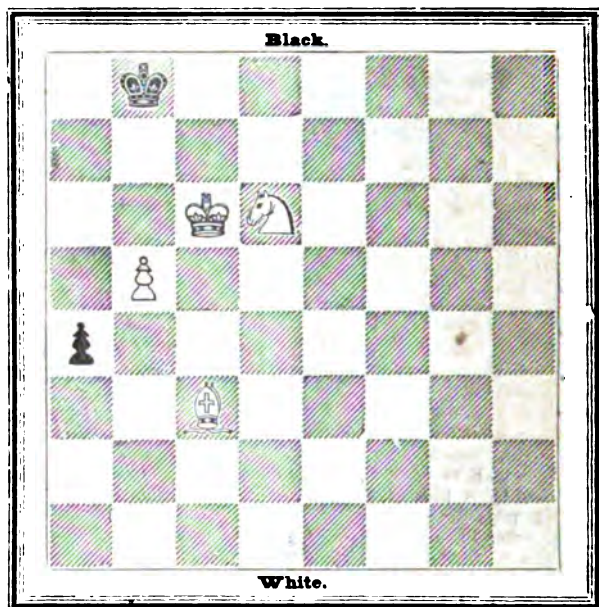
SOLUTION OF CHESS STUDY No. 5.

- | | |
|--------------------------|--------------------------|
| 1 B. to Q. fifth (check) | 1 K. to K. Kt. sixth (a) |
| 2 B. to Q. sixth (check) | 2 K. to K. R. sixth |
| 3 B. to Q. B. fourth | 3 K. to K. Kt. seventh |

And draws.

(a) The only move to draw.

PROBLEM No. 7, BY HERR KLING.



White to move and checkmate in five moves.

SOLUTION OF CHESS STUDY No. 6.

- | | |
|-------------------------------|-----------------------------|
| 1 K. to K. B. fifth | 1 K. to K. eighth |
| 2 B. to Q. Kt. fourth (check) | 2 K. to K. B. eighth (or A) |
| 3 K. to K. B. fourth | 3 K. to K. Kt. eighth |
| 4 B. to Q. B. fifth | |

And wins.

(A.

- | | |
|------------------------------|---------------------|
| 2 | 2 K. to K. seventh |
| 3 B. to Q. Kt. fifth (check) | 3 K. to K. B. sixth |
| 4 B. to K. B. square | |

And wins easily.

FINE GAME BETWEEN MR. SLOUS AND AN AMATEUR.

White.—MR. S.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 K. Kt. to B. third
- 4 P. to K. R. fourth
- 5 K. Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 B. takes P. (check) (b)
- 9 Kt. to Q. B. third
- 10 B. takes P.
- 11 P. takes P.
- 12 P. takes Kt.
- 13 P. to K. fifth
- 14 Castles
- 15 R. takes B.
- 16 R. to K. fourth
- 17 Q. to Q. fourth
- 18 R. to Q. square
- 19 P. to Q. R. fourth (d)
- 20 P. to Q. R. fifth
- 21 Kt. takes Kt.
- 22 Q. takes P.
- 23 R. to Q. third
- 24 R. to Q. B. third
- 25 P. to K. sixth
- 26 K. to R. second
- 27 Q. to Q. fifth (check)
- 28 K. to Kt. third
- 29 R. to Q. fourth (check)
- 30 R. takes B. (h)
- 31 R. to Q. seventh

Black.—AMATEUR.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 Kt. to K. B. third (a)
- 6 Q. to K. second
- 7 P. to Q. third
- 8 K. to Q. square
- 9 Q. Kt. to Q. second (d)
- 10 P. takes Kt.
- 11 Q. takes B. (d)
- 12 P. to K. R. fourth
- 13 B. to R. third
- 14 B. takes B.
- 15 R. to K. square
- 16 R. to K. third
- 17 P. to K. B. third
- 18 K. to B. second
- 19 Kt. to Kt. third
- 20 Kt. to Q. fourth
- 21 P. takes Kt.
- 22 B. to Q. second
- 23 B. to B. third
- 24 R. takes K. B. P. (f)
- 25 R. to K. B. eighth (check)
- 26 Q. to K. second
- 27 K. to B. square (g)
- 28 K. to Q. square
- 29 K. to K. square
- 30 P. takes R.
- 31 Q. to K. fifth

White mates in two moves.

(a) This is a deviation from the usual move of Kt. to K. R. third, and is now much in vogue in the German school. The move is productive of many very brilliant combinations.

(b) It is difficult to say which move here leads to the most interesting results—Kt. takes P., or B. takes P.

(c) Compelling White either to give up the attack or to leave his Knight *enprise*.

(d) Q. to Q. Kt. fifth (check) would, perhaps, have been stronger, threatening P. on K. fourth.

- (e) The advance of this P. is well-timed.
 (f) Black should have played R. to Q. square.
 (g) Black might have interposed Q. more advantageously.
 (h) The *coup-de-grace*.

GAME PLAYED BETWEEN MESSRS. KLING AND VERT.

White—MR. KLING.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 P. takes P.
- 5 Q. to K. R. fifth (check)
- 6 B. to K. second
- 7 Q. to K. Kt. fifth
- 8 Q. takes B. P.
- 9 Q. takes P. (check)
- 10 Kt. to Q. B. third
- 11 Kt. to K. B. third
- 12 P. to Q. fourth
- 13 Q. to Q. sixth
- 14 Castles
- 15 B. to Q. third
- 16 Q. to K. Kt. third (b)
- 17 Q. to K. R. fourth
- 18 Q. to K. R. fifth
- 19 Q. to R. fourth
- 20 B. to K. Kt. fifth
- 21 Q. takes Kt.
- 22 Kt. takes Q.
- 23 Q. R. to K. square
- 24 R. takes R. (check)
- 25 Kt. takes P.

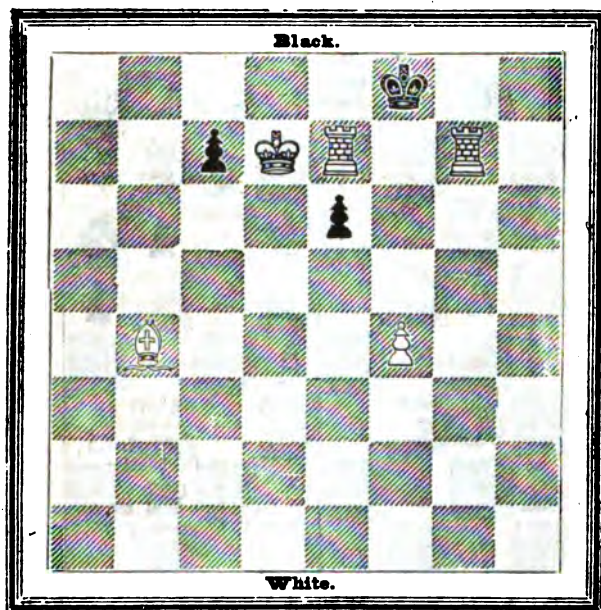
Black—MR. VERT.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. B. fourth
- 4 P. to Q. fourth (a)
- 5 K. to K. second
- 6 Kt. to K. B. third
- 7 Q. to Q. second
- 8 Q. takes P.
- 9 Q. Kt. to Q. second
- 10 K. to K. B. second
- 11 B. to Q. B. fourth
- 12 B. to Q. Kt. third
- 13 R. to K. square
- 14 K. to K. Kt. square
- 15 Q. to K. third
- 16 Kt. to K. fifth
- 17 B. to Q. square
- 18 Q. Kt. to K. B. third
- 19 Q. to K. Kt. fifth
- 20 Kt. takes B.
- 21 Q. takes Q.
- 22 P. to Q. Kt. third (c)
- 23 B. to Q. second
- 24 B. takes R.
- 25 Kt. takes Kt.

And White mates in two moves.

- (a) Black should have checked with Q. at K. R. fifth.
 (b) Enticing Black to play his Kt. to K. fifth
 (c) B. to Q. Kt. third would have been better.

PROBLEM No. 8, BY HERR KLING.

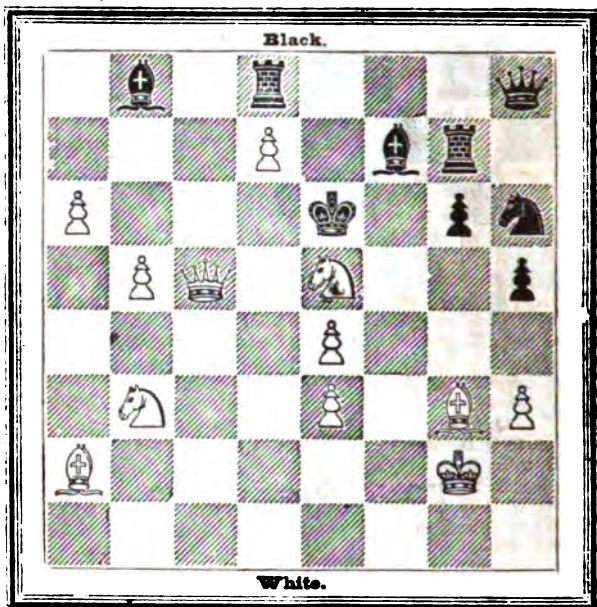


White Mates in five moves, without taking any of his adversary's
Pawns.

SOLUTION OF PROBLEM No. 1.

- 1 Kt. to Q. Kt. second (check)
- 2 P. to Kt. fourth
- 3 Kt. to K. third (check)
- 4 B. to B. sixth
- 5 B. to K. B. square
- 6 Kt. mates

PROBLEM No. 9, BY HERR L. SMIGIELSKI.
(From the Berlin Schachzeitung.)



White to Mate in four moves.

SOLUTION OF PROBLEM No. 2.

1 Kt. to Q. B. eighth	1 R. to R. third
2 R. to Q. R. seventh	

And Mates next move.

GAME PLAYED BETWEEN MESSRS SIMONS AND GREENAWAY.

White.—Mr. S.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 B. takes P. (check)
- 8 P. to Q. fourth
- 9 Castles
- 10 B. takes B.
- 11 R. takes P.
- 12 R. takes Kt. (a)
- 13 B. to K. Kt. fifth
- 14 P. to Q. B. third
- 15 Q. to K. B. square
- 16 R. takes B. (check)
- 17 Q. takes R. (check)
- 18 Q. takes Q. (check) (b)
- 19 P. takes K. Kt. P
- 20 P. takes P.
- 21 P. to Q. fifth
- 22 Kt. to Q. B. third
- 23 B. to K. B. square (c)
- 24 R. to K. B. seventh (ch) (d)
- 25 Kt. to Q. R. fourth (e)
- 26 Kt. to Q. B. fifth
- 27 Kt. to Q. R. sixth
- 28 P. to Q. R. fourth
- 29 R. takes P.
- 30 R. to Q. B. fourth
- 31 R. to Q. fourth
- 32 Kt. to Q. Kt. fourth
- 33 Kt. to Q. B. sixth (check)
- 34 R. to K. B. fourth
- 35 Kt. takes P.
- 36 Kt. to Q. Kt. fifth (check)
- 37 R. to Q. fourth
- 38 Kt. takes R.

Black.—Mr. G.

- 1 P. to K. fourth
- 2 P takes P.
- 3 P. to K. Kt fourth
- 4 P. to K. Kt. fifth
- 5 Kt. to K. B. third
- 6 Q. to K. second
- 7 K. to Q. square
- 8 P. to Q. third
- 9 B. to K. third.
- 10 Q. takes B.
- 11 P. takes Kt.
- 12 Q. to Q. second
- 13 K. to Q. B. square
- 14 P. to K. R. third
- 15 P. takes B.
- 16 R. takes R.
- 17 Q. to Q. square
- 18 K. takes Q.
- 19 P. takes P.
- 20 Kt. to Q. B. third
- 21 Kt. to Q. fifth.
- 22 K. to Q. second
- 23 R. to K. Kt. square
- 24 K. to Q. square
- 25 R. takes P.
- 26 P. to Q. Kt. third
- 27 Kt. to Q. Kt. fourth
- 28 Kt. to Q. third
- 29 Kt. takes P.
- 30 Kt. to Q. third
- 31 P. to K. Kt. sixth
- 32 Kt. to K. B. fourth
- 33 K. to Q. B. second
- 34 Kt. to K. sixth
- 35 R. takes P.
- 36 K. to Q. second (f)
- 37 R takes R.

And the game was ultimately drawn.

- (a) Well played. Black apparently overlooked this move.
- (b) Better to have checked on K. B. fifth.
- (c) The advance of K. P. would have been stronger.
- (d) Again we should have preferred the advance of the K. P.
- (e) White made this move in the anticipation that Black would play P. to Q. Kt. third, with the view of preventing Kt. from playing

to Q. B. fifth. Had Black adopted that move, White would have advanced his Q. P. with fatal effect.

(f) K. to B. square would, perhaps, have been better, as preventing the exchange of Rooks.

**SPARKLING VARIATION OF THE EVANS' GAMBIT, PLAYED
BETWEEN MR. S. S. BODEN AND ANOTHER AMATEUR.**

Black.—Mr. B.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 K. B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 P. takes P.
- 8 Q. B. to Kt. second
- 9 P. to K. fifth
- 10 Q. to K. second
- 11 P. to Q. fifth
- 12 K. B. to Q. third
- 13 Castles
- 14 Q. takes Kt.
- 15 Q. Kt. to Q. second
- 16 Q. Kt. to K. fourth
- 17 Q. Kt. to K. B. sixth (ch) (a)
- 18 Q. to K. B. fifth (e)
- 19 Q. takes R. P. (check)
- 20 Q. to R. eighth (check)
- 21 Q. takes B. P. (check)
- 22 B. to K. Kt. sixth

White.—Mr. R.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 K. B. to Q. B. fourth
- 4 K. B. takes Kt. P.
- 5 K. B. to Q. B. fourth
- 6 P. takes Q. P.
- 7 K. B. to Q. Kt. third
- 8 Kt. to K. B. third
- 9 K. Kt. to K. fifth (a)
- 10 K. Kt. to its fourth
- 11 Q. Kt. to R. fourth
- 12 Q. to K. second.
- 13 Kt. takes Kt. (check)
- 14 Castles
- 15 Q. to Q. Kt. fifth (b)
- 16 Q. takes Q. B.
- 17 P. takes Kt. (d)
- 18 K. R. to K. square
- 19 K. to B. square
- 20 K. to K. second
- 21 K. to B. square

White Resigns.

(a) He cannot here safely play Q. P. second, as in the *Gloucester* *Piano*.

(b) This move was foreseen by Black.

(c) Black has now a forced won game.

(d) If he plays.

- 18 Q. to K. fourth
- 19 Q. to K. R. fourth
- 20 Q. to K. Kt. fifth

- 17 K. to B. square
- 18 K. Kt. P. one
- 19 K. R. P. two

And wins.

(e) Checking first with Q. at K. Kt. fourth Mates still more speedily.

PROBLEM No. 10. BY MAUVILLON.



White mates with Pawn in four moves.

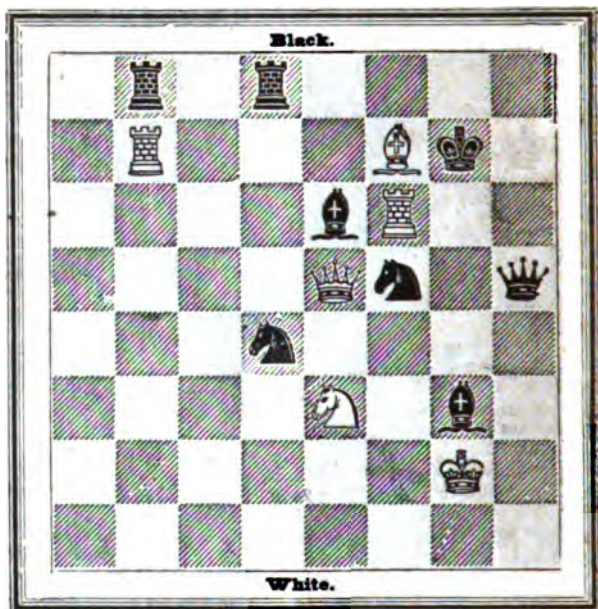
SOLUTION OF PROBLEM No. 3.

1 R. to Q. fourth

|

And Mates next move.

PROBLEM No. 11. BY HENRY TUSTON, Esq.



White playing, Mates in four moves.

SOLUTION OF CHess PROBLEM No. 4

- 1 Q. to Q. B. fifth (check)
- 2 Q. takes B. (check)
- 3 R. to Q. Kt. third (check)
- 4 B. to Q. B. fifth (check)
- 5 Kt. mates

- 1 B. to Q. Kt. third (best)
- 2 K. takes Q.
- 3 K. to R. second
- 4 K. to R. square

GAME BETWEEN MESSRS. ANGLIS AND WILLIAMS.

White.—Mr. A.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 K. B. to B. fourth
- 4 P. to Q. B. third
- 5 P. to Q. fourth
- 6 P. to K. fifth
- 7 B. to Q. Kt. third
- 8 P. takes P.
- 9 B. to Q. second
- 10 Q. Kt. takes B.
- 11 Q. takes Kt.
- 12 Castles
- 13 Kt. to K. square
- 14 P. to K. B. third
- 15 R. to Q. B. square
- 16 P. to K. B. fourth
- 17 B. to Q. B. second
- 18 B. takes Kt.
- 19 Kt. to K. B. third
- 20 P. to Q. Kt. third
- 21 P. takes P.
- 22 R. takes R.
- 23 Q. to Q. fourth
- 24 R. to Q. square
- 25 Q. takes Q.
- 26 Kt. to Q. fourth
- 27 K. to B. second
- 28 B. to Q. second
- 29 P. to K. Kt. fourth
- 30 P. to K. B. fifth
- 31 P. to K. B. sixth (check)
- 32 K. to K. square (a)
- 33 Kt. to Q. B. second (b)
- 34 R. takes B.
- 35 K. to K. B. second
- 36 K. to K. B. third
- 37 P. to K. Kt. fifth
- 38 P. to K. B. fourth
- 39 K. to K. Kt. third
- 40 R. to Q. B. fifth
- 41 R. to B. eighth
- 42 R. to K. B. eighth (c)
- 43 R. takes B. P. (check)
- 44 R. takes Q. Kt. P.
- 45 R. to K. seventh (check) (e)
- 46 B. to K. square

Black.—Mr. W.

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 K. B. to B. fourth
- 4 K. Kt. to B. third
- 5 P. takes P.
- 6 P. to Q. fourth
- 7 Kt. to K. fifth
- 8 B. checks
- 9 B. takes B. (check)
- 10 Kt. takes Kt.
- 11 Castles
- 12 B. to K. Kt. fifth
- 13 Kt. to K. second
- 14 B. to K. third
- 15 P. to Q. B. third
- 16 Q. to Q. Kt. third
- 17 Kt. to K. B. fourth
- 18 B. takes B.
- 19 Q. B. to B. square
- 20 P. to Q. B. fourth
- 21 R. takes P.
- 22 Q. takes R. (check)
- 23 R. to Q. B. square
- 24 B. to K. fifth
- 25 R. takes Q.
- 26 K. to B. square
- 27 K. to K. second
- 28 P. to Q. B. third
- 29 P. to K. Kt. third
- 30 R. to Q. B. sixth
- 31 K. to Q. second
- 32 R. to K. R. sixth
- 33 B. takes Kt.
- 34 R. to K. sixth (check)
- 35 R. takes K. P.
- 36 R. to K. third
- 37 R. to K. fourth
- 38 R. to K. fifth
- 39 P. to Q. fifth
- 40 K. to Q. third
- 41 K. to Q. second
- 42 P. to Q. sixth
- 43 K. to K. square
- 44 R. to Q. fifth (d)
- 45 K. to B. square
- 46 P. to Q. seventh

White.—Mr. A.

- 47 B. to Q. square
- 48 K. to B. third
- 49 K. to K. third
- 50 R. takes Q. P.
- 51 R. to Q. fifth
- 52 K. to B. third
- 53 R. to Q. seventh (check)
- 54 K. to B. fourth
- 55 R. to K. R. seventh
- 56 K. to Kt. third
- 57 K. to R. second
- 58 K. takes P.
- 59 K. to Kt. fourth
- 60 R. to Q. R. seventh
- 61 K. to Kt. fifth
- 62 P. to K. Kt. fourth
- 63 P. to Q. R. fourth

Black.—Mr. W.

- 47 K. to R. second
- 48 P. to K. R. fourth
- 49 R. takes R. P.
- 50 K. to K. Kt. fourth
- 51 P. to K. R. fifth
- 52 R. to K. Kt. eighth
- 53 K. to B. square
- 54 P. to R. sixth
- 55 R. to K. R. eighth
- 56 R. to Kt. eighth (check) (f)
- 57 R. takes P.
- 58 R. to K. B. fourth
- 59 R. takes P.
- 60 R. to Q. third
- 61 R. to K. third
- 62 R. to Q. third
- 63 R. to K. third

And after several moves the game was drawn.

(a) White's position is very difficult here; this appears to be his best move.

(b) At the conclusion of the Game the following beautiful variation was pointed out by Capt. Evans, by which we think White

might have won the game 33. P. to K. sixth (check)
P. takes P. (best)

34. P. to K. B. seventh
K. to K. second

35. Kt. takes P. If he take P., he

evidently loses the Rook, and if 35. R. to K. B. fifth 36. P. Queens
K. takes Q.

37. Kt. takes R.
K. takes Kt. and White has gained the exchange.

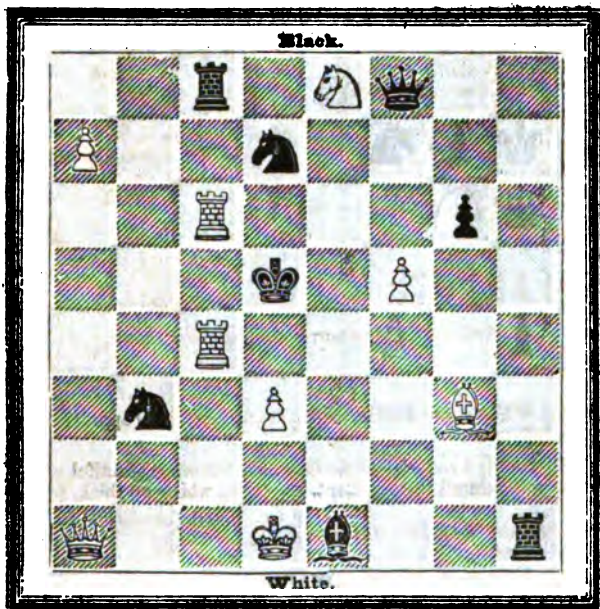
(c) The game is now extremely critical and interesting.

(d) This appears to be his best.

(e) White might also have drawn, we believe, by playing R. to Kt. eighth (check), &c.; but the present mode of play gives him the better chance of winning.

(f) Could White have won the game from this point? Several of the bystanders thought he ought to have done so: the question, however, is somewhat difficult of solution.

PROBLEM No. 12, BY HENRY TURTON, Esq.

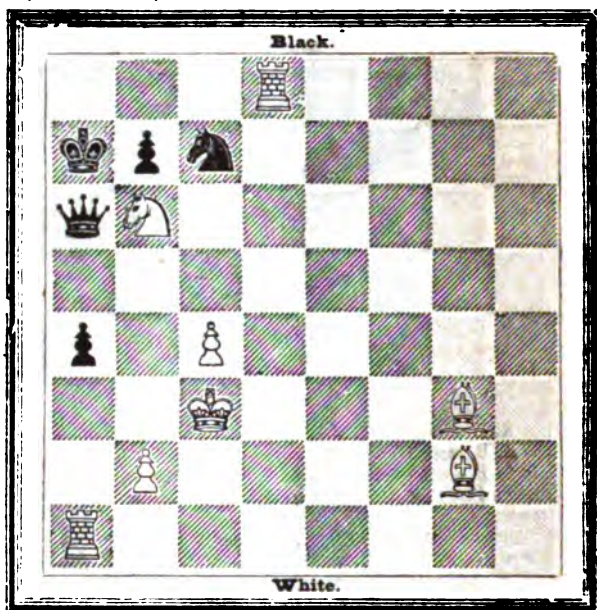


White to move, and mate in three moves.

SOLUTION TO CHESS PROBLEM No. 5.

- | | |
|-------------------------------|---------------------------|
| 1 Kt. to R. eighth (dis. ch.) | 1- K. takes B. |
| 2 R. to Q. second | 2 K. to B. seventh (best) |
| 3 R. to B. sixth (check) | 3 K. to K. square |
| 4 Kt to Q. B seventh (ch.) | 4 K. to Q. square |
| 5 R. to K. B. seventh | 5 Kt. mates. |

PROBLEM No. 13, BY T. A. WORRELL, Esq.



White to move and Mate in three moves.

SOLUTION TO CHESS PROBLEM No. 6.

- 1 Kt. takes Kt.
- 2 B. to K. R. seventh
- 3 Mates accordingly.

- 1 B. takes Kt. (best)
- 2 Anything

GAME PLAYED BETWEEN MR. HORWITZ AND AN AMATEUR.

White.—Mr. H.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. Kt. fifth
- 4 P. to Q. B. third
- 5 P. to Q. fourth
- 6 P. to Q. fifth
- 7 B. to Q. third
- 8 P. to Q. B. fourth
- 9 P. to K. B. third
- 10 B. to K. third
- 11 Kt. to Q. B. third
- 12 Castles
- 13 Q. to Q. B. second
- 14 Q. R. to Q. square
- 15 P. takes B.
- 16 Q. to K. second
- 17 Kt. to K. R. second
- 18 P. to K. B. third
- 19 R. to K. B. second
- 20 Q. to Q. B. second
- 21 P. takes P.
- 22 Q. to Q. second
- 23 B. takes Kt. (b)
- 24 Kt. to K. fourth
- 25 K. to R. square
- 26 R. to K. Kt. square
- 27 K. takes R.
- 28 R. to K. Kt. second
- 29 Kt. to K. B. second (c)
- 30 B. takes B.
- 31 Q. to K. second
- 32 P. to Q. Kt. third
- 33 Q. to K. fourth
- 34 B. to K. R. fourth
- 35 Kt. to K. Kt. fourth
- 36 Kt. to K. B. sixth (ch.) (d)
- 37 Kt. to Q. fifth
- 38 Kt. to K. B. fourth
- 39 Kt. to K. Kt. sixth (check)
- 40 Kt. to K. seventh
- 41 Kt. takes Kt.
- 42 B. to K. seventh
- 43 P. takes Q.

Black.—AMATEUR.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. to Q. third
- 4 Kt. to K. B. third
- 5 B. to Q. second
- 6 Kt. to K. second
- 7 P. to Q. B. third
- 8 P. to K. R. third (a)
- 9 Kt. to K. Kt. third
- 10 B. to K. second
- 11 Castles
- 12 Kt. to K. R. second
- 13 Q. to Q. B. square
- 14 B. takes P.
- 15 Q. takes P.
- 16 Kt. to K. B. third
- 17 Kt. to K. R. fifth
- 18 Kt. to K. R. fourth
- 19 Kt. to K. Kt. sixth
- 20 P. to K. B. fourth
- 21 Kt. on Kt. sixth takes P.
- 22 R. to K. B. third
- 23 Kt. takes B.
- 24 R. to K. Kt. third (check)
- 25 R. to K. B. square
- 26 B. takes R. (check)
- 27 B. to K. R. fifth
- 28 P. takes P.
- 29 B. takes Kt. (check)
- 30 P. to Q. fifth
- 31 R. to Q. B. square
- 32 P. to Q. Kt. third
- 33 Kt. to K. second
- 34 Q. to K. third
- 35 Kt. to K. B. fourth
- 36 K. to K. R. square
- 37 P. to Q. Kt. fourth
- 38 Q. to K. B. second
- 39 K. to R. second
- 40 R. to K. B. square
- 41 Q. takes Kt.
- 42 Q. takes Q.
- 43 R. to K. B. fifth

White.—MR. H.

- 44 B. takes P.
 45 P. takes P.
 46 K. to B. second
 47 B. takes P.

Black.—AMATEUR.

- 44 R. takes P.
 45 R. to K. eighth (check)
 46 R. to Q. R. eighth

And Black resigns.

(a) Black might with advantage have taken Q. P. with P., which would have forced White to retake with his Bishop's P. Black then might have taken P. with Q. Kt.

(b) A necessary move, lessening the force of Black's attack.

(c) Much better than taking P. with P., as it forces Black into an exchange of pieces.

(d) White might have won a clear Knight by taking it with Queen.

A SMART LITTLE SKIRMISH BETWEEN MR. BODEN AND AN
 AMATEUR.

White.—MR. BODEN.

- 1 P. to K. fourth
 2 B. to Q. B. fourth
 3 Kt. to K. B. third
 4 Kt. to Q. B. third
 5 Q. P. takes Kt.
 6 Castles
 7 R. to K. square
 8 Kt. takes P.
 9 B. to K. B. seventh (check)
 10 R. takes P. (check)
 11 Q. takes Q.
 12 Q. to K. eighth (check)
 13 Q. to K. sixth

Black.—AMATEUR.

- 1 P. to K. fourth
 2 Kt. to K. B. third
 3 Kt. takes P.
 4 Kt. takes Kt.
 5 P. to K. B. third
 6 P. to Q. third
 7 P. to Q. B. third
 8 Q. P. takes Kt.
 9 K. to K. second
 10 K. takes B.
 11 Kt. to Q. second
 12 K. to K. Kt. square

Mate.

SOLUTION OF CHESS STUDY No. 7.

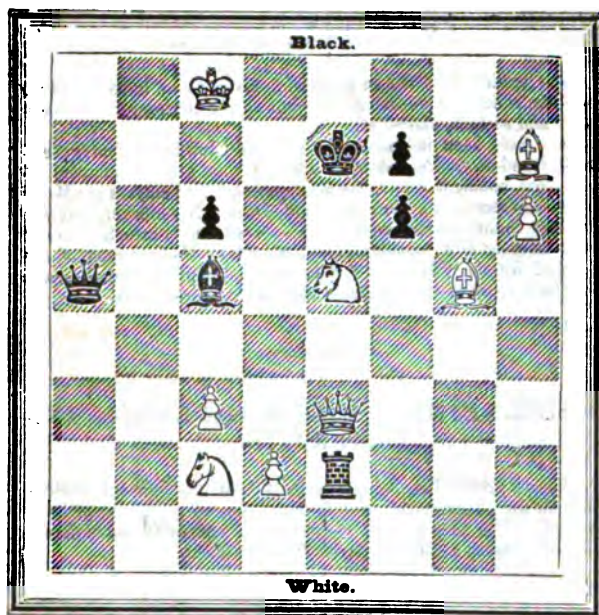
- | | |
|-------------------------------|---------------------------------|
| 1 | 1 K. to B. seventh |
| 2 B. to K. fifth (check) | 2 K. to K. Kt. eighth |
| 3 K. to K. Kt. sixth | 3 P. becomes Kt. (ch.) (best) |
| 4 K. to K. B. sixth | 4 Kt. to K. R. 7th (ch.) (or A) |
| 5 K. to K. second | 5 Kt. to K. Kt. fifth |
| 6 B. to Q. fourth (check) | 6 K. to B. seventh |
| 7 K. to K. B. sixth and wins. | |

A.

- | | |
|-------------------|-----------------------------|
| 4 | 4 Kt. to Q. seventh (check) |
| 5 K. to K. second | |

And wins Kt. in a few moves.

PROBLEM NO. 14 BY ALFRED KEMPE, ESQ.



White to move, and Checkmate in five moves.

SOLUTION OF CHESS STUDY NO. 8.

- 1 B. takes Kt.
- 2 K. to K. seventh
- 3 P. to Q. seventh
- 4 K. takes Kt.
- 5 K. to Q. fifth
- 6 K. takes P.
- 7 K. to Q. B. third
- 8 K. to Q. B. second
- 9 Kt. to Q. B. third and draws.

- 1 P. takes B.
- 2 Kt. to K. B. fifth
- 3 Kt. takes P.
- 4 B. to Q. B. square
- 5 B. takes P.
- 6 P. to Q. R. sixth
- 7 B. to K. third
- 8 B. to Q. R. seventh

NEWS FROM RUSSIA.

Our readers need not be alarmed ; the news we have to convey to them is not of a warlike nature, but on the contrary, of a peaceable and sociable character.

We have been informed that a Chess Club has recently been established at St. Petersburg. The Club at present numbers 65 members, amongst whom, the most distinguished players are Major Jaenisch (secretary), Herr Schumoff, Doctor Rosenbeyer, and the Princes S. and D. Urussoff. The interest which attached to the first meeting was considerably increased by the presence of the Lion of Russia, Von Petroff, who travelled express from Warsaw, for the purpose of taking part in the opening ceremonial.

MATCH BETWEEN MESSRS. LOWENTHAL AND HARRWITZ.

We are gratified at being enabled to announce to our readers that all the preliminaries of this long-expected match have been settled. The match will, we believe, commence immediately after the return of Mr. Harrwitz from Aberdeen.

In our February number we published a position from Damiano as revised by Mr. Kling. We there submitted it as solvable in seven moves ; but on referring, however, to a recent number of our able contemporary, the "Schachzeitung," we find that it is announced by Herr Kosak as capable of solution in five moves. After re-examining the position, we find it to be as stated by Herr Kosak. It is even solvable in other ways than those indicated in the "Schachzeitung." We shall publish the variations in a succeeding number.

LETTERS

ON THE

HISTORY & LITERATURE OF CHESS.

LETTER II.

(To the Editor of "*The Chess Player*.")

SIR,—Chess was, as mentioned in my previous letter, introduced into Persia early in the sixth century; and that is about the period assigned for its invention in India by the best authorities. Our own opinion is, however, that *the oldest Indian Chess* is more ancient than A.D. 500. We are all aware of the notorious ingenuity of the Indians, and that they had at a marvellously early period made comparatively great advances in the arts, in civilization, and in policy.

From what Sir W. Jones and other authors say of the Chess of old in India, it must have been very different from the modern game; so different indeed that the ancient Chess of India has been thought to be not identical with our present Chess—but this idea we may safely set down as an error. And an account which I read, some time ago, in an old work on India,* by an English resident, convinced me that, though much inferior, it has been radically the same.

I am of opinion that when this ancient Chess was transmitted from India to the Persians, the latter nation in the course of time so simplified, altered, and improved it, that comparatively little has been since done (except as regards the moves of some of the pieces) to bring the game to its present permanent and exquisite state of perfection. The probability of this conjecture, and the original claims of India, will receive additional strength when we come to analyse the nomenclature of the game, and to speak of the names and powers of the different pieces.

It will not be uninteresting here to glance at the claims of some other ancient nations, as to the invention or practice of Chess.

We have no reason to suppose that the ancient Egyptians were

* "*The ancient Hindoo game of Chess was played by four persons, every side of the board having half the force now given to one side. The pieces were arranged like ours, on a similar board, and as the forces were on each side smaller than now, there was more liberty of movement at first starting, none of the four sides being filled quite across. Two of the armies combined against the other two. The Black men were placed to the north, the Red toward the east, the Green south, and the Yellow west. The moves were determined by the throw of dice. Thus, if a cinque was thrown, the King or a Pawn was to be moved; if quatre, the Elephant; if trois, the Ghora or Horse was played; and if a deux, the Boat or Nancá (called also the Nath). This mixture of chance and skill must have been much inferior to the modern game, where chance has no part.*"—*Graham's Letters on India.*

acquainted with the game. Like every other nation, they appear to have some game or games bearing an affinity to Draughts, which, along with Backgammon, &c., have all sprung from some form of the old pebble games. Representations of their amusements occur on the Egyptian monuments; and Wilkinson * informs us that on the walls of the palace of Rameses at Thebes there is a picture of the King engaged at *Draughts*. The Indians and Egyptians have still different sorts of games resembling our Draughts.

The Romans have no pretensions to the invention of Chess. Nor can it have been known to the Greeks. One and another of the Roman games, especially their *Ludus Latruncularum*, have often been erroneously defined as Chess.† But Mr. Barrington and other learned writers have shown very clearly that these games were of a very different nature, more simple in construction and to a great extent dependent upon chance;—in short, that no one of the games played by the Greeks or Romans in any respect resembled Chess.

The claims of the Chinese to the invention of our game will not occupy us very long. Their pretensions are however advocated by two of our *literati*, the Hon. Daines Barrington and Mr. Irwin. In a work on China, compiled from Du Halde, Le Compte, and other travellers, it is stated that Chess is a favourite game in that country, that their young maids are taught Chess, and that it seems to hold the same place with them that dancing does with us; also that they say they had the game from India in the reign of Vouti, about five centuries B.C. Their dates, however, are not to be relied on, and the popular account of the origin of the game, given in their histories, is briefly as follows:—“The King of Kiangnau sent an expedition to conquer the Shen-si country, under the command of Han-sing, a talented mandarin. After one unsuccessful campaign, the soldiers were put into winter quarters, but finding the weather much colder than they were used to, and being deprived of all their domestic comforts, the army became clamorous to return home: their general, however, wishing to complete his operations the following spring, set to work to divert their leisure and to inflame their military ardour, for which purposes he invented the game of Chess,‡ founded entirely on the principles of war. His stratagem succeeded; so the soldiers, in the intemperance of their mimic contests, forgot their privations, and taking the field again early the ensuing year, they conquered the rich country of Shen-si, and added it to the territory of their king.”

* Vol. ii., p. 418-9. 1st. series,—“Manners and Customs of the Ancient Egyptians.” The sculptures or pictures on monuments, which are the only source from which we can derive information confidently, as many writers have asserted the knowledge of Chess among the ancient Egyptians, do not represent Chess anywhere, but rather some sort of Draughts.

† Many popular works on Roman antiquities repeat this error, alike misdefining the Roman “*Calculus*,” “*Alveus*,” and “*Latrunculi*.”

‡ The claims of the Chinese to the invention of Chess are maintained by Mr. Barrington in his “*Historical Disquisition on the game of Chess*.” *Archæologia*, vol. ix.

All this is recorded to have happened about two thousand years ago, or four centuries after the time of Confucius, that is about 150 B.C. I have, however, always been inclined to regard the annals and chronology of the Chinese with an eye of inveterate scepticism, and writers are not wanting who assert that the Chinese appropriated and altered Chess, from India.

They call their Chess "the play of the science of war"—and we have extracted from a periodical the following account of the Chinese game. It is widely different from the Indian or European Chess, and consists of a contest between two small bands of soldiers on the opposite banks of a river. The board, marked out into squares like ours, is divided through the middle by a river, on either side of which the men are ranged in three ranks. The foremost of the three lines consists of the *Ping*, answering to our Pawns, but they are only five in number, and cannot be promoted when they reach the opposite extremity of the board, but remain *in statu quo*.

The middle or second rank between the Pawns and Pieces, is made by two *Pu* or Rocket-boys, peculiar agents, who capture by vaulting in a straight line over some other man's head.

Then the third or rear rank consists of nine pieces, as follows— a King, whose stunted movements are confined to a small fortress marked out for him. Two *Mandarins*, something like our two Bishops, except that they cannot cross the river, but must remain on their own half of the board to act solely on the defensive. Two *Horses* like our Knights, and then the two *War Chariots*, holding the place of our Rooks. Lastly, instead of a Queen, they place on either side the King a *Prince*;—the powers of these princes are very limited, and equal. In China, the Chess men move not on the squares of the board, as with us, but on the lines between the squares and the pieces, as in the ancient pebble games of Greece and Rome; they have no difference of form, but are all flat ivory counters, about a quarter of an inch thick, and distinguished only by the colour and certain lines or marks upon them.

Though extremely different in many respects, as this game certainly is, I think it by no means impossible that it has been identical with the oldest Indian Chess. Christie, however, infers that the Chinese game is more primitive and ancient than the Hindoo, and supposes it to have been derived and preserved with very little alteration from the ancient Tartars. And Mr. Irwin,† in his work on China, makes only this mention of their Chess—that it "differs in board, in men, and in moves from that of India, and cannot in any way be identified with it."

Allowing this, we must admit that it is quite possible the Chess of the Chinese is their own invention, as they state, and very likely older than that of India; and that (though both suggested

* Or *Chong-ti*, "the royal game," also.

† This is a recent work, not by Mr. Evelyn Irwin, whose name is mentioned in the preceding page.

from the same original materials) the two games may be altogether independent of one another.*

There is an Eastern account of the invention of Chess, stating that the game was contrived by a Persian philosopher, named *Schastrenscha*, and that from him its name is to be derived. But, as I have already observed, the supposition that Persia is the birth-place of the game, is by almost all the best authorities considered to be erroneous.

I am, &c.,
B. S.

NOTES.

I do not believe that the Scriptures contain any mention, or even make so much as a passing allusion, to any such game as Chess. One cannot indeed, to assign to the game anything like a sufficiently high antiquity. For the sake of our subject, however, I will not omit to mention a letter which is to the point here, written by M. Alexandre to the Editor of the *Chess Player's Chronicle*†

M. Alexandre seems to have supposed that the game of Chess was current among the ancient Israelites, and he suggests that the name of the game, received with but slight alterations in almost all languages, (thus, *Scacchi*, Ital.; *Schach*, Ger.; *Echecs*, Fr.; *Chess*, Eng.) is to be derived from the Hebrew root שַׁח, which signifies 'to play on an instrument,' or 'to skirmish.' He also mentions that the celebrated Assen Ezra has written a poem on Chess, and that it is to this day a favourite game among the Jewish Rabbins, and notices the opinion that Moses, in the Court of Pharaoh, invented the game of Chess.

Upon the supposed affinity of the Hebrew word שַׁח (sachak) to the name of Chess, M. Alexandre founds a very novel interpretation of a passage in the Old Testament. In the Second Book of Samuel, the 2nd chapter, there is recorded a "mortal skirmish" which took place between twelve of Abner's men and twelve of Joab's men. The circumstances were these: during the war between the house of Saul and the house of David, the two hostile armies met together in Gibeon; Abner was general of the host of the son of Saul, and Joab was captain of the host of David. Proposing a skirmish between some chosen men of either side, we find, at verse 14 of this chapter, that Abner said unto Joab, "Let the young men now arise and play before us," וַיֹּאמֶר אֲבִנֶר בְּנֵי הַיָּעָרִים וַיִּשְׁחָקוּ לִפְנֵינוּ, and respecting this verse, M. Alexandre says that it seems to him highly improbable that the Jewish commanders should have proposed a sanguinary pastime, sacrificing the lives of many persons, and as וַיִּשְׁחָקוּ does not mean "and they shall fight," but "and they shall play," Alexandre suggests that the proposal of Abner was to decide the fate of the battle by a game at Chess; as on other occasions, to avoid much bloodshed it has been agreed to decide a war by a duel, or by a combat of a few picked men from each army. Also the Scripture says of their companies, (at verse 18 of this chapter) that "they sat down, the one on this side of the pool, and the other on that side of the pool," וַיֵּשְׁבוּ אֶלֶף עַל תְּבוּרָה מִזְחָה וְאֶלֶף עַל תְּבוּרָה מִבְּרֶכָה מִזְחָה. Here our writer says that the expression וַיֵּשְׁבוּ, "and they sat," leads him to suppose that they were sitting before a chess-board, which he observes is termed בְּרֶכָה, "a pool," on account of a stream being drawn between

* There would be nothing impossible in this, even were the two games much more alike than they are, seeing that they have a common source. As thus, in etymology, where we find the same word nearly alike in two different ancient languages, we should not derive either from the other, but conclude both to retain the same parallel characteristics of the first or original language.

† See the *Chess Player's Chronicle* of Oct., 1848, about which period the above letter was first written.

the two fields (or halves of a chess-board), which is still the case on the Chinese chess-board. He supposes the two generals, Abner and Joab, were not themselves the players, but merely spectators, as they say the young men are to play *לפנינו*, "before us," i.e. while they looked on. Verses 15 and 16, M. Alexandre interprets in a strangely figurative sense, understanding them merely to imply that after some play, twelve pieces on each side were lost. With respect to the lost men, the expression is *וַיָּפֹּלּוּ* "and they fell," and as the word is not *וַיָּמָוּ* "they died," he thinks it is implied that they were merely removed from the field, as is usual in Chess, not slain. As living persons are evidently spoken of in the Scripture, M. A. supposes that the game was played with real soldiers, the young men being used for pawns. After the loss of the men mentioned, our author attempts to show what the closing position was, and that (as about equal) the result should have been a draw, but that in the event of the contest, Joab having the advantage of the first move, Abner was beaten; *וַיִּנָּקֵה אֲבִנֶּהר*, as we are told at verse 17, which ends the account of M. Alexandre's game.

If there were any good grounds, either linguistic or historical, for supposing these conjectures to have any probability of truth in them, we might, indeed, be proud of such proof of the antiquity and nobility of Chess. But I need scarcely say that the whole whim or fancy is utterly improbable, and altogether untenable. Neither the circumstances nor the language really favor such an interpretation, nor is M. Alexandre's explanation, in my own opinion, anything else than absurd. It is in fact instantly scattered by the attendant history of the circumstances, independent of the words used and manner of description, which it were easy to shew convey no such meaning. Besides which, we can find no evidence to support such an idea in history. From the utmost research we cannot pretend to carry the most ancient Chess further back than two or three centuries after Christ; and when, or where do we read of two sworn enemies, after meeting with their hosts on the field, suddenly agreeing to decide the day by the issue of a game at Chess? How would such an expedient have suited the sanguinary and warlike troops of Saul and David? There is no parallel nor similar case recorded either in the Old Testament or elsewhere.

Then, looking at the circumstances recorded in the chapter, both before and after, it is obvious enough that the *playing*, or rather *skirmishing*, between the young men of Abner's and Joab's troops was nothing so quiet and harmless as Chess. The long feud existing between the rival parties of Saul and David was bitter and deadly enough. The paragraph describing the skirmish in question, and which M. Alexandre suggests is descriptive of the game of Chess, is from the 12th to the 17th verse of Second Samuel, ii. 9. Does this sound like the description of a game at Chess? In making out his version, most figurative, indeed, must M. Alexandre consider it to be. Suppose, for the sake of amusement, that we examine each verse for its evidence. Would Abner and Joab have led their troops, as stated in the first two verses of the paragraph, up to the pool of Gibeon to play a game at Chess? In his letter, M. A. quotes the latter part of verse 13, which says of the two hostile detachments, "And they sat down, the one on the one side of the pool, and the other on the other side of the pool." He says the rather unusual expression *וַיֵּשְׁבוּ*, "and they sat down," prompts his supposition that

they were *sitting* before a Chess-board! Now the word *יָשָׁב*, meaning "to sit," or "dwell," is one of the commonest in the language, and is no more connected with Chess than our tables and chairs are. They simply sat down there because it was a convenient halting-place, and where they had met; perhaps, too, they would rest and slake their thirst. Then for the pool by which they sat, M. A. thinks the Chess-board is termed *בִּירְכָן* (which means "a pool" or "pond") on account of the stream running through the ancient Chess-board. This *בִּירְכָן* or pool, however, is evidently the same mentioned just before, and are we to suppose that the *pool of Gibeon** was really their Chess-board? I would ask our author, too,

* In Jeremiah xli. 13, mention is made of "The great waters of Gibeon,"

where else he finds *בַּרְכָּה* used to signify a Chess-board? And moreover, it was not a pool, but a dividing river which was depicted on the ancient Chess-board, so that if it could have been thus figuratively represented, some word signifying a stream and not a pond must have been used,—such as *בְּרִיךְ*.

In the 14th verse, then, Abner says, "Let the young men arise and play before us." Now, if such a game as Chess was to be played, what are we to make of the expression "Let them arise" *יָקוּמוּ*? Does not this clearly imply some bodily athletic contest? If, indeed, we are to suppose that the young men were themselves used as figures or pieces, which is the only way to account for the manner in which they are spoken of, then we can see why they were to arise, but the question becomes, why should they adopt this troublesome method of proceeding? The word is in the active voice, too: "let them play," not "let them be played with," so that there is inexplicable difficulty on either hand; the whole interpretation, in short, involves a mass of absurdities.* With regard to the word *שָׂחָק* which is rendered, "let them play," it contains not the least evidence to favour M.A.'s theory. The primary meaning of the root *שָׂחַק* is to laugh, and secondarily to sport, and play on an instrument; and in this verse it ought perhaps to be rendered "skirmish." If, indeed, Abner meant to use an expression answering to our play, he seems to have done so in mockery, as he meant "let them fight." Perhaps some Hebrew scholar can inform us whether *שָׂחָק* is the word used in modern Rabbinical Hebrew to signify the playing of such games as Chess. (Qy!) At any rate, the idea of connecting its meaning with the game from the similarity of sound in *שָׂחָק* to the word "Chess," in any language, and thus straining a derivation, is simply ridiculous.

Does verse 16 sound like even a figurative description of a Chess fight? The expression, too, which M. A. applies to the captured pieces, (or persons) *וַיִּתְּלוּ* "and they fell," is commonly used in regard to the slain in battle, and in my opinion anything but applicable to the remaining or taking of men at Chess.† So that we find no one of the particular words used, will support the idea at all. "They fell down together," too, is an expression which cannot *anyhow* be made to suit, and would alone destroy the whole idea; of course, the manner of killing, by *throwing through with the sword*, we must understand as a figure, if it was at Chess. Moreover, if the two generals had wished to decide the day's quarrel by a game at Chess, would they have chosen a company of young men to conduct the game? More likely, if the generals were wishful to decide the battle by such a game, that they must have known it so well, as to have preferred playing it themselves, which cannot be implied by the phrase, "Let them play before us;" or at any rate they would have deputed chosen veteran players of long experience, rather than the youths. And the concluding, or 17th verse, of the paragraph says—"And there was a very sore battle that day, and Abner was beaten, and the men of Israel, before the servants of David."

וַתְּהִי מַלְכָּם קָשָׁה עַד-מָאֵד בַּיּוֹם הַהוּא וַיִּנָּקְוּ וַיִּבְּרַךְ
וַיִּשָּׂא לִפְנֵי עַבְדֵי יְהוָה

This, M. Alexandre takes to mean that the game went very hard, and was finally won by the party of Joab. The words *וַתְּהִי מַלְכָּם קָשָׁה* are very properly rendered "a sore battle;" the root of the noun signifies "to devour, to wage war," and the adjective implies "unyielding, cruel." And the rendering of them by "a tough game," or "difficult position,"

* There is no reason to resort to any such interpretation in order to vindicate the conduct of Abner, for he was evidently a wicked and violent character.

† And can we suppose that the Scriptures could have descended to the mention of how many pieces were taken in such a game?

carries only absurdity on its face. The occurrences just after the contest, as the flight of Abner and slaughter of his men, and the death of Asabel, all bespeak a very different kind of conflict from Chess. But we may be accused of wasting time in arguing such an obvious matter, nor indeed have we much to say in excuse, except that the dispute is amusing. The interpretation of this conflict by the Pool of Gibeon as an encounter at Chess has, however, I believe, met with credit from a few readers, and there may be some who, not acquainted with the original, and understanding the language of Scripture to be often figurative, might take such moonshine for gospel.

In publishing the old gentleman's letter containing this whimsical fancy, I can scarcely suppose that the Editor of the *Chess Player's Chronicle* had any other motive than to oblige a very old friend and veteran Chess-player.

The letter containing it appeared in the *Chess Chronicle* during the composition of this essay.—See *Chess Player's Chronicle*, October, 1848.

GAME PLAYED BETWEEN THE REV. G. R. MONRIEFF AND
MR. J. WATKINSON.

Black.—Rev. G. R. M.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 P. to Q. fourth
- 4 K. B. to Q. B. fourth
- 5 Castles
- 6 P. to K. fifth
- 7 P. takes Kt.
- 8 P. takes K. Kt. P.
- 9 Q. to K. second (check)
- 10 Kt. to K. Kt. fifth
- 11 Kt. to K. fourth
- 12 B. to K. Kt. fifth
- 13 P. to K. B. fourth
- 14 P. takes P.
- 15 B. to K. R. fourth (c)
- 16 Q. to Q. second
- 17 Kt. to Q. B. third
- 18 K. to K. B. second
- 19 K. to K. square

White.—Mr. J. W.

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 P. takes P.
- 4 K. B. to Q. B. fourth
- 5 K. Kt. to B. third
- 6 P. to Q. fourth
- 7 P. takes B.
- 8 R. to K. Kt. square
- 9 B. to K. third
- 10 Q. to K. B. third
- 11 Q. takes K. Kt. P.
- 12 B. to K. second
- 13 P. to Q. sixth (a)
- 14 P. to K. B. third (b)
- 15 Kt. to Q. fifth
- 16 P. takes P. (d)
- 17 Kt. to K. seventh (check)
- 18 Q. takes K. Kt. P. (check)
- 19 Q. takes Kt.

And wins.

- (a) Taking Bishop with Bishop would have been better.
- (b) Checking with Queen would have been more effective.
- (c) Why not Pawn to K. B. fifth?
- (d) The latter part of the game is very well played on the part of White.

GAME PLAYED BETWEEN MESSRS. KLING AND JOURD'ON.

White.—Mr. K.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. Kt. fifth
- 4 Castles
- 5 P. to Q. B. third
- 6 P. to Q. third
- 7 B. to R. fourth
- 8 B. to Q. Kt. third
- 9 P. to Q. fourth
- 10 P. takes P.
- 11 Kt. to Q. B. third
- 12 B. to K. Kt. fifth
- 13 B. takes Kt.
- 14 B. to Q. fifth
- 15 P. to K. fifth
- 16 P. takes P.
- 17 B. to K. square
- 18 B. takes B.
- 19 Kt. to K. fourth
- 20 Q. to Q. B. second
- 21 Q. R. to Q. square
- 22 Kt. to Q. sixth
- 23 P. takes Kt.
- 24 P. to Q. Kt. fourth
- 25 P. to Q. seventh
- 26 Kt. to Q. fourth (a)
- 27 Kt. to K. sixth
- 28 Kt. takes Q. R.
- 29 P. to K. R. third
- 30 Q. to K. fourth
- 31 Q. to K. fifth
- 32 R. to Q. sixth
- 33 R. takes Q. R. P.
- 34 R. takes Q.
- 35 R. takes P.
- 36 R. to Q. R. fifth (c)

Black.—Mr. J.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 Kt. to K. B. third
- 5 Castles
- 6 P. to Q. R. third
- 7 P. to Q. Kt. fourth
- 8 P. to Q. third
- 9 P. takes P.
- 10 B. to Q. Kt. third
- 11 B. to Q. Kt. second
- 12 P. to K. R. third
- 13 Q. takes B.
- 14 Kt. to Q. R. fourth
- 15 P. takes P.
- 16 Q. to Q. square
- 17 P. to Q. B. fourth
- 18 Kt. takes B.
- 19 K. to R. square
- 20 P. to Q. B. fifth
- 21 Q. to Q. B. second
- 22 Kt. takes Kt.
- 23 Q. to Q. B. third
- 24 Q. R. to Q. square
- 25 B. to Q. B. second
- 26 Q. takes Q. P. (b)
- 27 Q. to Q. B. third
- 28 B. takes Kt.
- 29 K. to K. Kt. square
- 30 Q. to K. B. third
- 31 Q. to K. Kt. third
- 32 Q. to K. Kt. fourth
- 33 Q. takes Q.
- 34 B. to K. B. third
- 35 R. to Q. B. square
- 36 K. to R. second

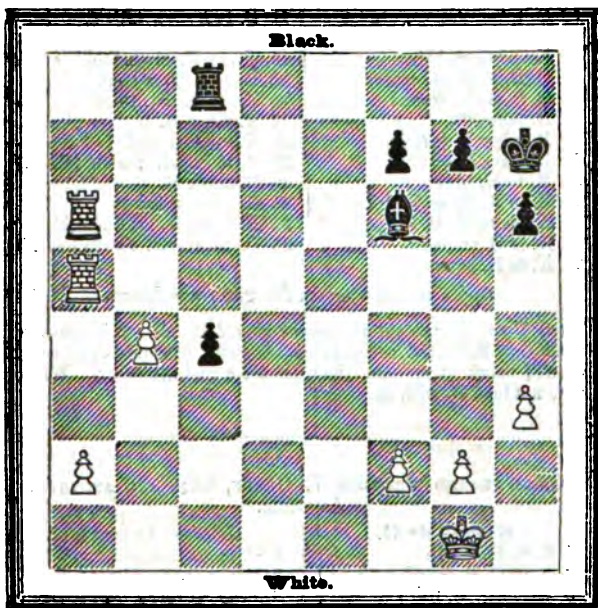
(a) A daring move.

(b) Black loses the exchange; he should have played Q. to her third.

(c) The only move to win the game.

How can White now win

We give a diagram of the position after Black's 36th move, and submit it to the student as a difficult and interesting Chess-study.



White to move and win.

GAME PLAYED BETWEEN MESSRS. GREENAWAY AND KLING.

White.—Mr. G.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 Kt. to Q. third

Black.—Mr. K.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. fourth
- 6 Kt. to K. R. third
- 7 P. to Q. third
- 8 P. to K. B. sixth

where else he finds רַב־רֵּוּחַ used to signify a Chess-board? It was not a pool, but a dividing river which was depicted as a Chess-board, so that if it could have been thus figured, some word signifying a stream and not a pond must have been used, such as רַב־נָחַל .

In the 14th verse, then, Abner says, "Let the game be before us." Now, if such a game as Chess was played, it would make of the expression "Let them fight" an absurdity. It implies some bodily athletic contest. If, however, the young men were themselves used as figures, to account for the manner in which they were to *arise*, but the question is, what was the troublesome method of proceeding? "let them play," not "let them battle," is equally difficult on either hand; the whole is a mass of absurdities.* With regard to the expression, "let them play," it contains a theory. The primary meaning is *to play*, secondarily *to sport*, and *play* perhaps to be rendered "let them fight." The expression answering to this he meant "let them fight."

whether רַב־רֵּוּחַ is the playing of such game, its meaning with the word "Chess," is simply ridiculous.

Does verse 14 of The expression,

persons) רַב־רֵּוּחַ

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or

R. takes Q.

R. takes P.

R. to Q. R. fifth (c)

(a) A daring move.

(b) Black loses the exchange; he should have played Q. to her third.

(c) The only move to win the game.

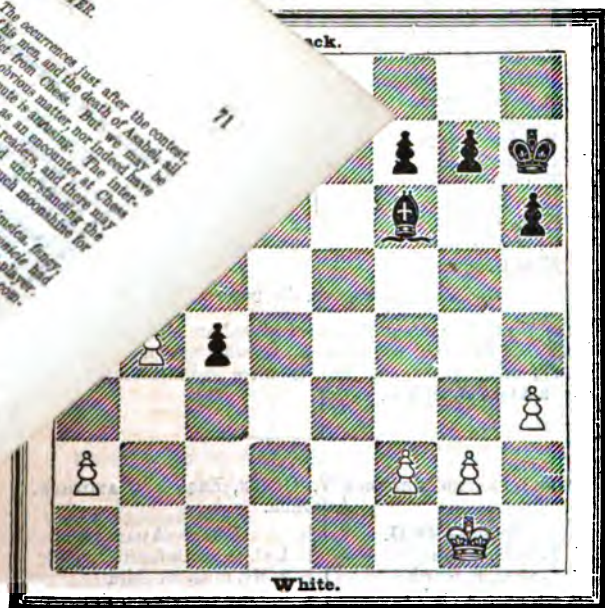
How can White now win

- square
Q. B. fourth
K. takes B.
K. to R. square
P. to Q. B. fifth
21 Q. to Q. B. second
22 Kt. takes Kt.
23 Q. to Q. B. third
24 Q. R. to Q. square
25 B. to Q. B. second
26 Q. takes Q. P. (b)
27 Q. to Q. B. third
28 B. takes Kt.
29 K. to K. Kt. square
30 Q. to K. B. third
31 Q. to K. Kt. third
32 Q. to K. Kt. fourth
33 Q. takes Q.
34 B. to K. B. third
35 R. to Q. B. square
36 K. to R. second

agram of the position after Black's 36th move,
student as a difficult and interesting Chess-

CHESS PLAYER.

on its face. The occurrence just after the contest
slaughter of the men, and the death of Asahel, ad-
vance such an obvious matter, nor indeed have
that the dispute is a matter. The inter-
est of Gibbon as an encounter at Chess.
from a few readers, and there may
original, and understanding the
might take such moonshine for
ing this whimsical, fancy,
player's chess-player, had
during the con-
1945.



White to move and win.

GAME PLAYED BETWEEN MESSRS. GREENAWAY AND KLING.

White.—Mr. G.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. B. fourth
- 5 Kt. to K. fifth
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 Kt. to Q. third

Black.—Mr. K.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. fourth
- 6 Kt. to K. R. third
- 7 P. to Q. third
- 8 P. to K. B. sixth

(b) The moves up to this point are the same as those in one of the games played by correspondence some years ago, between London and Edinburgh.

(c) B. to K. third would have been the better play.

(d) Dangerous. The Q. is wanted nearer home.

GAME PLAYED BETWEEN MESSRS. JOURNOUD AND SIMONS.

White.—Mr. J.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 Kt. to Q. B. third
- 5 Castles
- 6 P. to K. R. third
- 7 B. to Q. Kt. third
- 8 P. to Q. third
- 9 Kt. to Q. R. fourth
- 10 Kt. takes B.
- 11 B. to K. third
- 12 Kt. to K. R. second
- 13 P. to K. B. fourth
- 14 B. takes P.
- 15 K. to K. R. square
- 16 R. takes Kt.
- 17 R. P. takes B.
- 18 R. to Q. Kt. square
- 19 Q. to K. B. third
- 20 B. to R. fourth (a)
- 21 K. to K. Kt. square
- 22 Q. to K. B. second
- 23 Q. takes Q.
- 24 K. to K. R. square
- 25 P. takes P.
- 26 P. to Q. B. third
- 27 P. to Q. B. fourth
- 28 P. to K. Kt. fourth
- 29 R. takes P.
- 30 R. to K. Kt. second (d)
- 31 K. takes B.
- 32 K. to Kt. third
- 33 R. to Q. square
- 34 Kt. to K. B. third
- 35 Kt. to K. Kt. fifth
- 36 R. to Q. second
- 37 R. takes R.
- 38 Kt. to K. fourth

Black.—Mr. S.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 Kt. to K. B. third
- 5 P. to Q. third
- 6 B. to K. third
- 7 Q. to Q. second
- 8 Kt. to K. second
- 9 Kt. to K. Kt. third
- 10 P. takes Kt.
- 11 P. to Q. Kt. third
- 12 Castles (K. R.)
- 13 P. takes P.
- 14 Q. to Q. fifth (check)
- 15 Kt. takes B.
- 16 B. takes B.
- 17 Q. takes Kt. P.
- 18 Q. to K. fourth
- 19 Kt. to R. fourth
- 20 Kt. to Kt. sixth (check)
- 21 Q. to Q. fifth (check)
- 22 P. to K. B. fourth
- 23 Kt. to K. seventh (check)
- 24 Kt. takes Q.
- 25 R. takes P.
- 26 Kt. to K. seventh
- 27 P. to K. R. fourth (b)
- 28 P. takes P.
- 29 R. to B. seventh (c)
- 30 R. takes R.
- 31 Kt. to B. fifth (check)
- 32 Kt. takes Q. P.
- 33 R. to Q. square
- 34 R. to Q. third
- 35 P. to Q. R. fourth
- 36 Kt. to Q. B. eighth (e)
- 37 P. takes R.
- 38 Kt. takes P.

White.—Mr. J.
 39 Kt. takes Q. P.
 40 Kt. to Q. Kt. fifth
 41 Kt. to Q. R. sixth
 42 Kt. takes Kt.

Black.—Mr. S.
 39 P. to Q. R. fifth
 40 Kt. to Q. seventh
 41 Kt. takes P.
 42 P. to Q. Kt. fourth

And White resigns.

(a) It would, perhaps, have been more prudent to have played R. to K. Kt. fourth, as Black then dare not play P. to K. B. fourth, on account of White replying with R. to K. Kt. fifth.

(b) A masterly move, threatening to win the exchange.

(c) Again the best move, ultimately winning a Pawn.

(d) Giving up the Pawn at once, which was not compulsory.

(e) Compelling the loss of the game.

GAME PLAYED BETWEEN MESSRS. GREENAWAY AND SIMONS.

White.—Mr. G.
 1 P. to K. fourth
 2 P. to K. B. fourth
 3 Kt. to K. B. third
 4 B. to Q. B. fourth
 5 P. to K. Kt. third
 6 Castles
 7 K. to K. R. square
 8 P. to K. fifth
 9 P. takes B.
 10 Q. to K. second (check)
 11 B. to Q. Kt. third
 12 P. to Q. fourth
 13 Kt. to Q. B. third
 14 B. to K. B. fourth
 15 B. to K. fifth
 16 Q. takes Gambit P.
 17 R. takes B.
 18 Q. to R. fifth
 19 P. takes Kt.
 20 B. takes P.
 21 R. to K. B. fifth (a)
 22 R. to K. Kt. square
 23 R. takes P. (check)
 24 B. takes Q.
 25 B. takes R.
 26 Kt. to Q. fifth
 27 R. takes Kt.
 28 Kt. to B. sixth (check)

Black.—Mr. S.
 1 P. to K. fourth
 2 P. takes P.
 3 B. to K. second
 4 B. to R. fifth (check)
 5 P. takes P.
 6 P. takes P. check
 7 B. to K. B. third
 8 P. to Q. fourth
 9 Kt. takes P.
 10 B. to K. third
 11 Kt. to Q. B. third
 12 P. to K. R. third
 13 Castles
 14 B. to K. Kt. fifth
 15 R. to K. square
 16 B. takes Kt. (check)
 17 Kt. to K. Kt. fifth
 18 Q. Kt. takes B.
 19 Kt. takes P.
 20 Q. to Q. second
 21 P. to K. Kt. third
 22 K. to K. R. second
 23 Q. takes R. (b)
 24 P. takes Q.
 25 R. takes B.
 26 Kt. to K. Kt. fifth (c)
 27 P. takes R.
 28 K. to Kt. third

White.—Mr. G.
 29 Kt. takes R.
 30 Kt. to Q. sixth
 31 Kt. to Q. B. eighth
 32 Kt. to K. second (check)
 33 Kt. takes P.

Black.—Mr. S.
 29 P. to Q. B. third
 30 P. to Q. Kt. fourth
 31 P. to R. third
 32 K. to Kt. fourth

And wins.

- (a) As sound as daring.
 (b) The only move.
 (c) Throwing away the chance of drawing the game.

GAME PLAYED BETWEEN MESSRS. SIMONS AND JOURNOUD.

White.—Mr. S.
 1 P. to K. fourth
 2 P. to K. B. fourth
 3 B. to Q. B. fourth
 4 K. to K. B. square
 5 Kt. to Q. B. third
 6 P. to Q. fourth
 7 Kt. to K. B. third
 8 P. to K. R. fourth
 9 P. to K. fifth
 10 Q. Kt. to Q. fifth
 11 K. to K. B. second
 12 P. to K. R. fifth
 13 K. P. takes P.
 14 P. to Q. B. third
 15 Kt. takes Kt.
 16 Q. to Q. Kt. third
 17 P. to Q. fifth (a)
 18 B. to Q. second
 19 Kt. to Q. fourth
 20 Q. R. to Q. B. square
 21 Q. to Q. R. fourth
 22 Q. to Q. R. fifth (check) (b)
 23 Q. to R. third
 24 B. to Q. Kt. third
 25 Kt. to K. B. third
 26 K. to Kt. square
 27 R. to K. square
 28 K. to R. second
 29 K. to Kt. square

Black.—Mr. J.
 1 P. to K. fourth
 2 P. takes P.
 3 Q. to R. fifth (check)
 4 P. to K. Kt. fourth
 5 B. to K. Kt. second
 6 P. to Q. third
 7 Q. to R. fourth
 8 P. to K. R. third
 9 B. to K. B. fourth
 10 K. to Q. square
 11 Q. to K. Kt. third
 12 Q. to K. R. second
 13 P. takes P.
 14 Kt. to K. B. third
 15 B. takes Kt.
 16 B. to K. fifth
 17 K. to Q. B. second
 18 Kt. to Q. second
 19 P. to Q. R. third
 20 Q. R. to K. square
 21 Kt. to Q. B. fourth
 22 P. to Q. Kt. third
 23 B. to Q. sixth
 24 Q. to K. fifth (c)
 25 Q. to K. seventh (check)
 26 Kt. to K. fifth (d)
 27 Q. to K. B. seventh (check)
 28 Q. to K. Kt. sixth (check)
 29 Kt. takes B.

And mates in a few moves.

- (a) Why did not White take K. B. Pawn?
 (b) White throws his game away by this fruitless attack with his Q.

- (c) Nothing can now save White's game.
 (d) The proper move.

GAME PLAYED BETWEEN MESSRS. DINKEL AND KLING.

White.—MR. DINKEL.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. B. third
- 5 P. to Q. fourth
- 6 P. to K. fifth
- 7 B. to Q. Kt. fifth
- 8 B. takes Kt. (check)
- 9 P. takes P.
- 10 Castles
- 11 P. to K. R. third
- 12 P. takes P.
- 13 Kt. to Q. B. third
- 14 P. takes Kt.
- 15 Kt. to K. R. second
- 16 B. to K. B. fourth (b)
- 17 B. takes P.
- 18 P. takes B.
- 19 Kt. to K. Kt. fourth
- 20 P. to K. R. fourth (d)
- 21 Q. takes Q.
- 22 B. to K. Kt. third
- 23 K. to Kt. second
- 24 P. to K. R. fifth
- 25 R. to K. R. square
- 26 Q. R. to K. square
- 27 B. to K. fourth
- 28 B. takes Kt. P.
- 29 B. to K. B. fourth
- 30 R. takes B.
- 31 R. to K. Kt. fourth
- 32 P. to Q. B. fourth
- 33 R. to K. B. square
- 34 K. to Kt. third
- 35 R. to K. R. square
- 36 P. to K. R. sixth

Black.—MR. KLING.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 Kt. to K. B. third
- 5 P. takes P.
- 6 P. to Q. fourth
- 7 Kt. to K. fifth
- 8 P. takes B.
- 9 B. to Q. Kt. third
- 10 Castles
- 11 P. to Q. B. fourth (a)
- 12 B. takes P.
- 13 Kt. takes Kt.
- 14 P. to Q. B. third
- 15 P. to K. B. third
- 16 P. takes P.
- 17 B. takes K. R. P. (c)
- 18 Q. to K. Kt. fourth (check)
- 19 P. to K. R. fourth
- 20 Q. takes Kt. (check)
- 21 P. takes Q.
- 22 R. to K. B. sixth (e)
- 23 R. takes Q. B. P.
- 24 B. to K. second
- 25 B. to K. Kt. fourth
- 26 P. to Q. fifth
- 27 P. to Q. B. fourth
- 28 B. to K. R. third
- 29 B. takes B.
- 30 R. to K. B. square
- 31 K. to R. second
- 32 R. to Q. B. seventh
- 33 P. to Q. sixth
- 34 P. to Q. seventh
- 35 R. takes K. B. P.
- 36 R. to K. Kt. seventh (check)

And White resigned.

- (a) The best move, in the first place getting rid of the double Pawn, threatening to push Q. B. Pawn two squares, and afterwards to open a passage for the K. B.
 (b) Pawn takes Pawn would have been better play.
 (c) Well played.

(d) It would have been better to retire with B.

(e) Black takes advantage of every weak move.

A WELL-CONTESTED GAME RECENTLY PLAYED BETWEEN TWO OF THE COMBATANTS IN THE "HOME CIRCLE" * CHESS TOURNEY.

White.—"WILLIE."

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 K. B. to B. fourth
- 4 P. to Q. third
- 5 Castles
- 6 P. to Q. B. third
- 7 P. to K. R. third
- 8 P. to Q. R. fourth
- 9 Kt. takes K. P. (a)
- 10 Kt. takes Q.
- 11 B. to K. square
- 12 B. takes B.
- 13 K. B. to Q. Kt. fifth
- 14 K. to B. square (b)
- 15 P. to K. B. third
- 16 Kt. to Q. second (d)
- 17 Kt. to Q. B. fourth
- 18 B. to K. third (f)
- 19 B. takes B.
- 20 Q. R. to Q. square
- 21 B. takes Kt.
- 22 P. to K. fifth
- 23 P. takes P. (check)
- 24 R. takes B. (check) (g)
- 25 K. to B. second
- 26 P. to K. Kt. fourth
- 27 K. to Kt. third
- 28 P. to K. R. fourth
- 29 R. to K. R. square (i)
- 30 Kt. takes Kt.
- 31 B. to K. R. second
- 32 B. P. takes P.
- 33 R. to Q. second
- 34 K. to B. second
- 35 K. to K. square
- 36 P. takes P.
- 37 R. to K. R. second (l)
- 38 R. to K. B. sixth (check)
- 39 R. to Q. B. sixth
- 40 R. takes Q. R. P.

Black.—"ALPHA."

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 K. B. to B. fourth
- 4 P. to Q. third
- 5 Q. B. to K. Kt. fifth
- 6 Q. to Q. second
- 7 B. to K. R. fourth
- 8 P. to Q. R. fourth
- 9 B. takes Q.
- 10 B. to K. seventh
- 11 B. takes Q. P.
- 12 K. takes Kt.
- 13 Q. R. to K. square
- 14 K. Kt. to B. third
- 15 R. to K. third (c)
- 16 B. to Q. Kt. third
- 17 R. to Q. square (e)
- 18 B. takes B.
- 19 R. to Q. R. square
- 20 K. to K. second
- 21 P. takes B.
- 22 Kt. to Q. fourth
- 23 P. takes P.
- 24 P. takes R.
- 25 P. to Q. B. fourth
- 26 P. to K. Kt. fourth
- 27 R. to Q. R. third (h)
- 28 P. to K. R. third
- 29 Kt. to Q. Kt. third (k)
- 30 R. takes Kt.
- 31 P. to K. fourth
- 32 P. takes P.
- 33 K. to K. third
- 34 P. to Q. fourth
- 35 P. to Q. fifth
- 36 Q. B. P. takes P.
- 37 R. to Q. Kt. sixth
- 38 K. to K. B. second (m)
- 39 R. takes K. B. P.
- 40 K. to K. third

* The "Home Circle" is a remarkably well-conducted and cheap periodical, under the able Editorship of Pierce Egan, Esq., and published at the Nassau Steam-Press, St. Martin's Lane, Charing-Cross, London.

<i>White.</i> —"WILLIE."	<i>Black.</i> —"ALPHA."
41 R. to Q. R. eighth	41 K. to Q. fourth
42 P. to Q. B. fifth	42 K. to K. fifth
43 P. to Q. R. sixth	43 R. to K. B. second (n)

And after a few more moves White resigned.

(a) This move, which involves the exchange of Queens, unquestionably gives the first player the superior game.

(b) B. to K. B. fourth, and then Q. Kt. to Q. second, would, we believe, have been preferable.

(c) Kt. to R. fourth offering checkmate next move, would have been of no avail, because White might then have moved P. to K. Kt. fourth, and if the Kt. then gave check he would be lost.

(d) This is very threatening, preparing to play Kt. to Q. B. fourth, or Q. Kt. third, according to circumstances.

(e) A weak and ill-considered move.

(f) Instead of this, White might have adopted the following line of play:—

18 Kt. takes B.	19 B. to Q. B. fourth	20 B. to K. Kt. fifth, &c.
P. takes Kt.	R. to K. second	

and Black's Pawns are much scattered and broken. We believe, however, that the increased freedom of action thus given to Black's Rooks, would compensate for this.

(g) This and the preceding move we consider faulty, as strengthening and consolidating the adversary's centre pawns.

(h) This is essential, in order to liberate the imprisoned Knight.

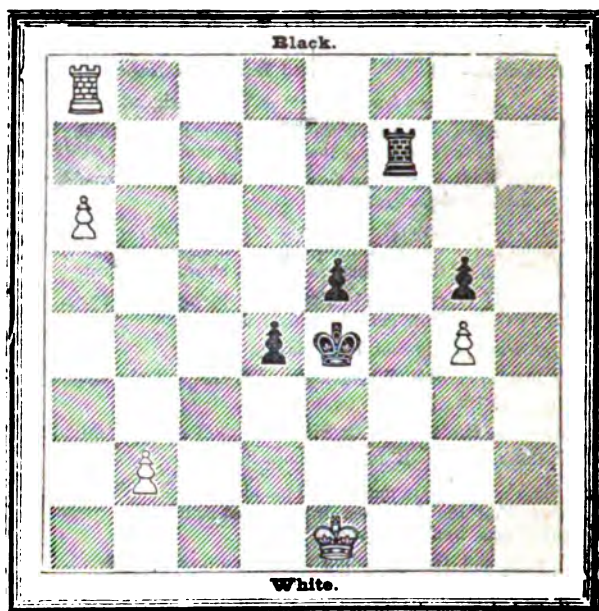
(i) He should certainly have first exchanged Pawns. From this point we consider that the game is in Black's favour.

(k) The winning move, we believe.

(l) The game now becomes extremely critical and interesting.

(m) Had he instead moved K. to Q. fourth, Black would have replied with R. to K. B. sixth, defending the K. B. P.—the key of the position.

(n) The position is now extremely difficult and leads to many variations of peculiar interest and beauty. We therefore give a diagram of the position after the 43rd move of Black.



White has now three different modes of play.

White.

- 1 P. to R. seventh (or A. B.)
- 2 K. to Q. second
- 3 K. to K. square (a)
- 4 K. to Q. square
- 5 R. to Q. eighth
- 6 K. to B. second
- 7 K. to Kt. third

Black.

- 1 P. to Q. sixth
- 2 R. checks
- 3 P. to Q. seventh (check)
- 4 K. to K. sixth
- 5 R. to B. eighth (check)
- 6 R. to Q. B. eighth (check)
- 7 R. to Q. B. square

And wins.

(a) Any other move would lead to an earlier defeat.

(A.)

- 1 P. to Kt. fourth
- 2 P. to Kt. fifth
- 3 R. to Q. eighth
- 4 K. to K. B. square
- 5 K. to Kt. second

- 1 K. to K. sixth
- 2 P. to Q. sixth
- 3 R. to K. R. second
- 4 R. to R. eighth (check)
- 5 R. to Q. R. eighth

<i>White.</i>	<i>Black.</i>
6 P. to Kt. sixth	6 B. takes P.
7 P. to Kt. seventh	7 R. to Q. Kt. third
8 P. Queens	8 B. takes Q.
9 R. takes R.	9 P. to Q. seventh

And wins.

(B.)

1 R. to Q. eighth	1 P. to Q. sixth
2 P. to Kt. fourth.	2 K. to K. sixth
3 P. to Kt. fifth	3 R. to K. R. second
4 K. to R. square	4 R. to R. eighth (check)
5 K. to Kt. second	5 R. to Q. R. eighth

And wins as in previous variation.

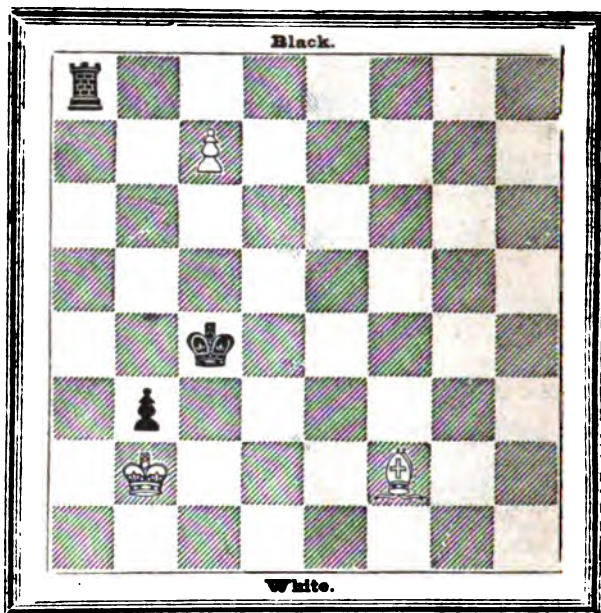
MR. MERCER GIVES THE ODDS OF THE Q. Kt. TO
ANOTHER AMATEUR.

<i>White—R. D. MERCER.</i>	<i>Black—AMATEUR.</i>
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to K. Kt. fourth
4 P. to K. R. fourth	4 P. to K. Kt. fifth
5 Kt. to K. Kt. fifth	5 P. to K. R. third
6 Kt. takes K. B. P.	6 K. takes Kt.
7 B. to Q. B. fourth (check)	7 P. to Q. fourth
8 B. takes P. (check)	8 K. to Kt. second (a)
9 P. to Q. fourth	9 Kt. to K. B. third
10 B. takes K. B. P.	10 Kt. takes B.
11 P. takes Kt.	11 Q. takes P. (b)
12 B. to K. fifth (check)	12 K. to Kt. square
13 Q. to Q. third	13 Q. to K. third (c)
14 Castles	14 B. to K. Kt. second
15 Q. R. to K. square	15 B. takes B.
16 R. takes B.	16 Q. to Q. second
17 Q. to K. Kt. sixth (check)	17 Q. covers
18 R. to K. eighth	

Mate.

- (a) K. to K. square, would have been safer play.
 (b) Black loses time by hunting after the Pawns, he ought to have played B. to Q. third.
 (c) To prevent mate, but he might have done so by playing B. to K. Kt. second.

CHESS STUDY No. 14, BY KLING AND HORWITZ.



White plays first and draws.

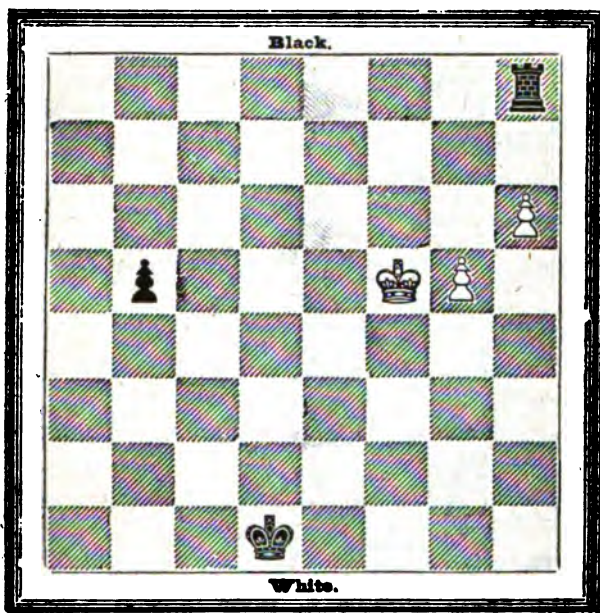
SOLUTION OF CHESS STUDY No. 9.

- 1 P. to K. Kt. fifth
- 2 K. to B. third
- 3 K. to Kt. fourth
- 4 K. takes P.
- 5 K. to B. fourth
- 6 K. to K. fourth
- 7 K. to Q. fifth
- 8 K. to K. fifth
- 9 K. to Q. sixth
- 10 K. to K. sixth
- 11 K. to Q. seventh
- 12 K. to K. seventh
- 13 P. to B. sixth

- 1 P. takes P. (best)
- 2 K. to B. third
- 3 K. to K. second (best)
- 4 K. to K. square
- 5 K. to B. square
- 6 K. to K. square
- 7 K. to K. second
- 8 K. to B. square
- 9 K. to K. square
- 10 K. to B. square
- 11 K. to Kt. square
- 12 K. to R. square

And wins.

CHESS STUDY No. 15, BY KLING AND HORWITZ.



White moves first and wins.

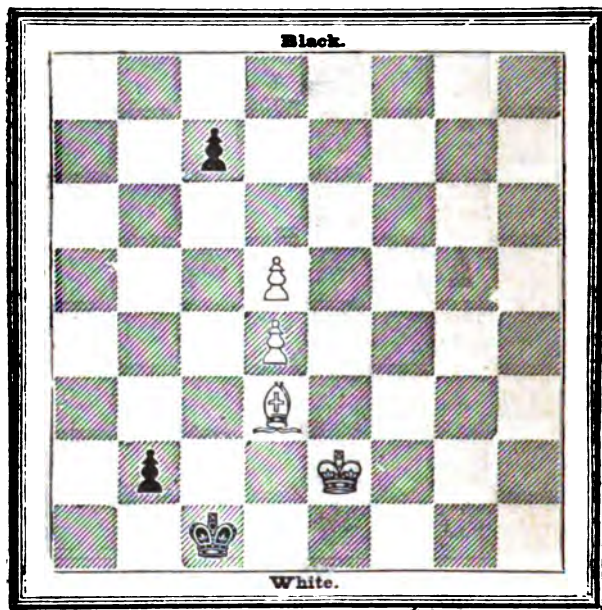
SOLUTION OF CHESS STUDY No. 10.

- 1 K. to B. eighth
- 2 K. to K. eighth
- 3 K. to Q. eighth
- 4 K. to K. eighth
- 5 K. to Q. seventh
- 6 K. to K. sixth
- 7 K. to Q. fifth
- 8 P. to Q. Kt. fourth
- 9 K. takes P.

- 1 K. to B. third
- 2 K. to K. third
- 3 K. to Q. third
- 4 K. to Q. B. fourth.
- 5 P. to Q. fifth
- 6 K. to Q. Kt. fifth
- 7 K. to Q. B. sixth
- 8 K. takes B. P.
- 9 K. to Q. Kt. sixth

And wins.

Chess Study No. 16, BY KLING AND HORWITZ.



White to move, and win.

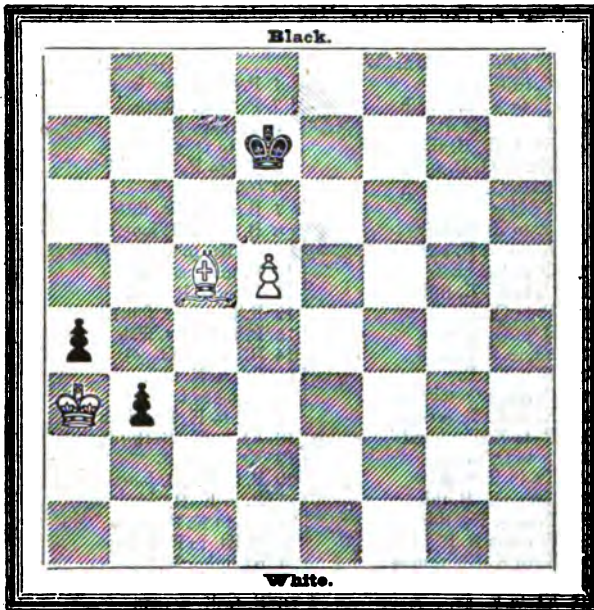
SOLUTION OF CHESS STUDY No. 11.

- | | |
|-------------------------|-----------------------|
| 1 K. to Q. fifth | 1 P. takes P. |
| 2 P. takes P. | 2 K. to K. Kt. fourth |
| 3 K. to Q. B. sixth | 3 K. takes P. |
| 4 K. takes P. | 4 K. to K. Kt. fourth |
| 5 P. to Q. R. fifth (a) | 5 P. to K. R. fourth |
| 6 P. to Q. Kt. fifth | |

And wins.

(a) Any other move would draw the game.

CHESS STUDY No. 17, BY HERR LOWENTHAL.



White to move and win.

SOLUTION OF CHESS STUDY No. 12.

- | | |
|----------------------------|-----------------------|
| 1 K. to K. B. fifth | 1 K. to K. Kt. second |
| 2 P. to K. fifth | 2 K. to K. B. second |
| 3 P. to K. Kt. fifth | 3 R. to Q. R. fourth |
| 4 P. to K. Kt. sixth (ch.) | 4 K. to K. Kt. second |

And draws.

GAME PLAYED BETWEEN MESSRS. HORWITZ AND WORRELL.

Black.—Mr. W.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 P. takes Q. P.
- 4 Kt. to K. B. third
- 5 Kt. to Q. B. third
- 6 B. to Q. B. fourth
- 7 Castles
- 8 P. to K. R. third
- 9 K. to K. R. square
- 10 Q. to K. square
- 11 Q. to K. R. fifth
- 12 P. to Q. fourth
- 13 B. to Q. third
- 14 Kt. to K. second
- 15 B. takes R.
- 16 Q. takes Q. (check)
- 17 K. to K. R. second
- 18 R. to K. B. second
- 19 B. to Q. third
- 20 Kt. to K. fifth
- 21 Kt. to K. B. third
- 22 P. to Q. Kt. third (b)
- 23 B. takes R. P. (c)
- 24 K. to K. Kt. square
- 25 K. takes Kt.
- 26 Kt. to K. sq.
- 27 B. to Q. Kt. second
- 28 R. to Q. square
- 29 P. takes P.
- 30 B. takes B.
- 31 B. to Q. Kt. seventh
- 32 P. to Q. B. sixth
- 33 B. to Q. Kt. second
- 34 P. to Q. B. seventh
- 35 K. to K. Kt. square
- 36 P. Queens
- 37 B. takes B.
- 38 Kt. to K. B. third
- 39 K. to K. R. second
- 40 Kt. to K. Kt. square
- 41 K. takes Kt.
- 42 K. to K. B. second

White.—Mr. H.

- 1 P. to K. fourth
- 2 P. to Q. fourth
- 3 P. takes P.
- 4 B. to Q. third
- 5 Kt. to K. B. third
- 6 Castles
- 7 B. to K. Kt. fifth
- 8 B. to K. R. fourth
- 9 Q. Kt. to Q. second
- 10 R. to K. square
- 11 P. to Q. B. third
- 12 P. to Q. Kt. fourth
- 13 P. to Q. Kt. fifth
- 14 R. takes Kt. (d)
- 15 Kt. to K. fifth
- 16 R. takes Q.
- 17 Kt. to K. Kt. sixth
- 18 Kt. to K. B. third
- 19 Kt. takes P.
- 20 P. to K. Kt. fourth
- 21 P. to K. R. third
- 22 Kt. to K. B. third
- 23 Q. Kt. to K. fifth
- 24 Kt. takes R.
- 25 B. to K. Kt. third
- 26 B. to K. second
- 27 P. to Q. B. fourth
- 28 B. to K. B. third
- 29 R. takes R.
- 30 K. to R. second
- 31 R. to Q. B. eighth
- 32 B. takes P.
- 33 R. to Q. Kt. eighth (d)
- 34 R. takes B.
- 35 B. to K. B. fourth
- 36 B. takes Q.
- 37 R. to K. seventh
- 38 R. takes R. P.
- 39 R. to Q. R. eighth
- 40 B. takes Kt.
- 41 Kt. to K. seventh (check)
- 42 Kt. to Q. fifth

And Black resigns.

- (a) Well played, leading to a strong attack.
 (b) A weak move; it would have been better to play B. to Q.
 (c) This move loses the exchange.
 (d) The latter part of the game is conducted in masterly style.

GAME PLAYED BETWEEN MESSRS. ALBERTON AND KLING.

White.—Mr. A.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 Castles
- 5 Kt. to Q. B. third
- 6 P. to K. R. third (b)
- 7 P. to Q. third
- 8 Kt. to K. R. second
- 9 Kt. to K. second
- 10 P. to Q. B. third
- 11 Q. to Q. B. second
- 12 B. to Q. Kt. third
- 13 P. to Q. fourth
- 14 P. takes P.
- 15 P. takes B.
- 16 P. to K. B. fourth
- 17 Kt. takes P.
- 18 Q. to Q. third
- 19 P. to K. Kt. fourth
- 20 B. to K. third
- 21 Q. R. to Q. square
- 22 Kt. takes P. (c)
- 23 B. takes Kt.
- 24 Kt. to Q. fifth
- 25 P. takes P.
- 26 Q. takes Kt.
- 27 R. takes Q.
- 28 K. to R. square
- 29 P. to K. B. sixth.

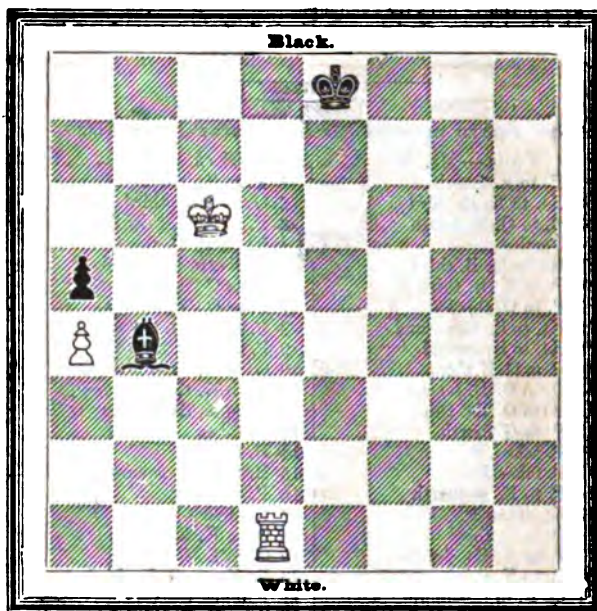
Black.—Mr. K.

- 1 P. to K. fourth
- 2 Q. to K. B. third
- 3 P. to K. R. third (a)
- 4 Kt. to Q. B. third
- 5 K. Kt. to K. second
- 6 P. to Q. R. third
- 7 P. to Q. third
- 8 P. to K. Kt. fourth
- 9 P. to K. R. fourth
- 10 Q. to K. Kt. third (c)
- 11 B. to K. third
- 12 R. to K. Kt. square
- 13 P. takes P.
- 14 B. takes B.
- 15 R. to Q. B. square (d)
- 16 P. takes P.
- 17 Kt. takes P.
- 18 Q. to K. Kt. second
- 19 Q. to K. fourth
- 20 K. Kt. to Q. B. third
- 21 P. takes P.
- 22 B. to K. R. third (f)
- 23 Kt. takes B.
- 24 P. to K. B. fourth
- 25 Q. takes Kt.
- 26 Q. takes Q.
- 27 B. to K. sixth (check)
- 28 B. takes R.
- 29 R. takes Kt.

White resigns.

- (a) Kt. to Q. B. third, or P. to Q. B. third, would have been better play.
 (b) Kt. to Q. Kt. fifth would have obliged Black to defend Pawn with King.
 (c) To prevent White from pushing Queen's Pawn.
 (d) Cautiously played.
 (e) Why not take Kt. with Bishop?
 (f) This and the following moves are played in excellent style.

CHESS STUDY No. 18, BY KLING AND HORWITZ.



White to move and win.

SOLUTION OF CHESS STUDY No. 13.

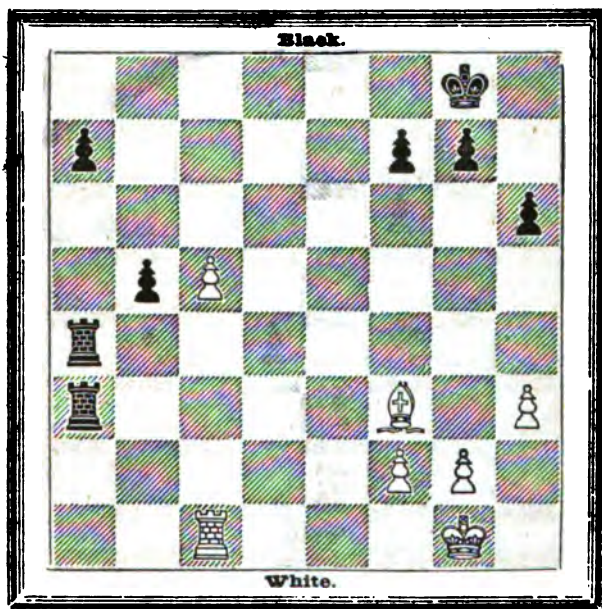
- | | |
|---------------------------|--------------------|
| 1 B. to K. Kt. second (a) | 1 K. to Q. fourth |
| 2 K. to Q. seventh | 2 K. to Q. fifth |
| 3 K. to Q. sixth | 3 K. to K. sixth |
| 4 K. to K. fifth | 4 K. to K. seventh |
| 5 K. to K. B. fourth | |

And draws.

(a) Were White to play any other move, he would lose.

CHESS STUDY No. 19.

An End Game between Messrs. Kling and Journoud.



White with the move must lose.

SOLUTION OF PROBLEM No. 7.

- | | |
|-------------------------------|----------------|
| 1 P. to Kt. sixth | 1 P. one |
| 2 B. to K. fifth | 2 P. one |
| 3 Kt. to B. eighth (dis. ch.) | 3 K. takes Kt. |
| 4 B. to B. seventh | 4 P. Queens |
| 5 P. mates | |

PROBLEM No. 15, BY CAPTAIN GOWAN.



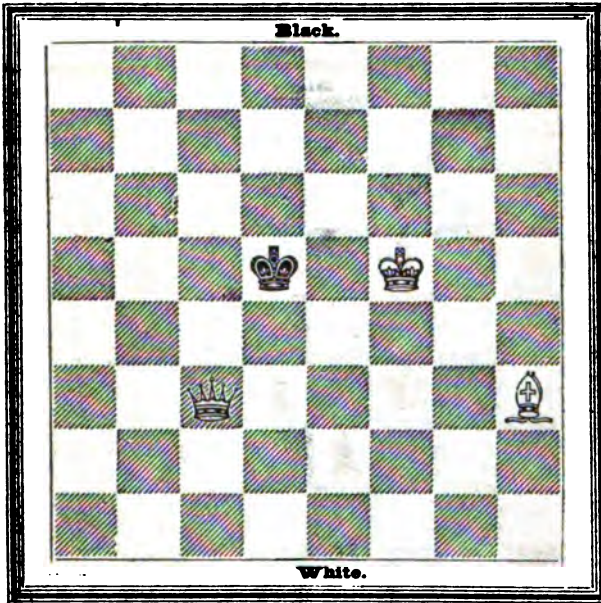
White mates in five moves.

SOLUTION OF PROBLEM No. 8.

- 1 K. to Q. B. sixth
- 2 R. to Q. seventh (dis. check)

And P. mates in three moves.

PROBLEM No. 16, BY HERR SZEN.



White mates in three moves; or in seven moves on the square on which the King now stands.

SOLUTION OF PROBLEM No. 9.

- 1 Kt. to Q. B. sixth
- 2 Q. to Q. fourth
- 3 B. takes B.
- 4 Kt. (dis. mate)

- 1 Q. to K. B. sq. (or A. B.)
- 2 B. to K. fourth
- 3 Anything

A.

- 1
- 2 Kt. to Q. fourth (dis. ch.)
- 3 R. to K. fifth (check)
- 4 Kt. mates

- 1 R. takes P.
- 2 K. moves
- 3 K. moves

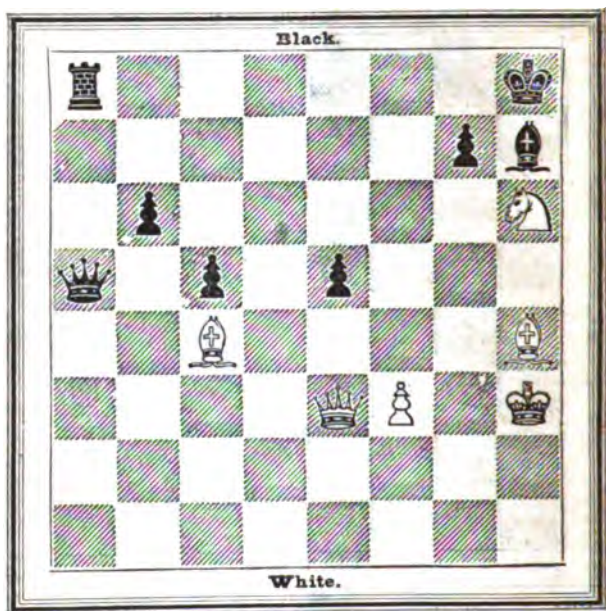
B.

- 1
- 2 P. takes Kt. (check)

- 1 Kt. to K. B. fourth
- 2 P. takes P. or K. moves

Mates in two moves.

PROBLEM No. 17, BY HERR KLING.

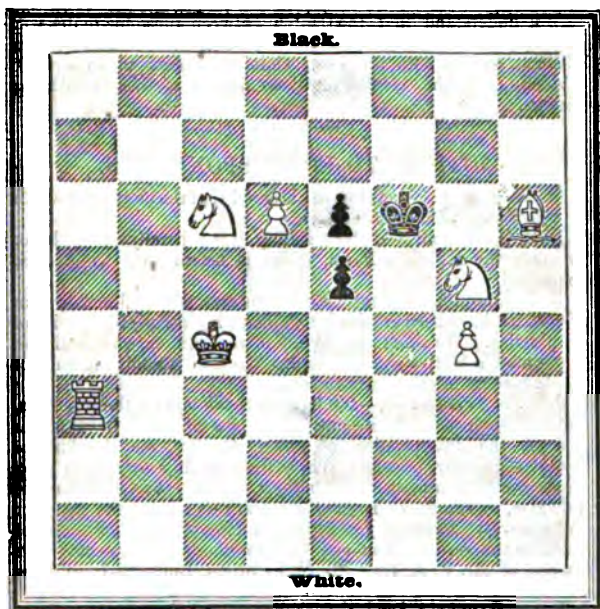


White mates in four moves.

SOLUTION OF PROBLEM No. 10.

- 1 Q. to B. second
- 2 Q. to B. seventh
- 3 Q. to B. eighth
- 4 P. mates

PROBLEM No. 18, BY MR. C. T. ATKINS, (Weymouth.)



White moves first, and mates in three moves.

SOLUTION OF PROBLEM No. 11.

- | | |
|--------------------------------|----------------------------|
| 1 R. to Kt. sixth (double ch.) | 1 K. to R. second |
| 2 R. to Kt. seventh (check) | 2 Kt. takes R. (best) |
| 3 B. to Kt. eighth (check) | 3 R. or B. takes B., or K. |
| 4 Q. takes Q., or Q. takes | moves. |
| Kt. mate, as Black plays. | |

MATCH BETWEEN MESSRS. HARRWITZ AND LOWENTHAL.

We understand that the match between these magnates will commence immediately after the return of M. Lowenthal from Holland, on the 26th proximo. Opinion appears to be equally divided as to the respective Chess powers of these celebrated players.

NOTICES TO CORRESPONDENTS.

G. W. B. will no doubt have observed that the matters to which he refers have been attended to.

R. S. (Folkestone).—After Castling, it is generally advisable not to move the Knight's Pawn, which is before your King, until compelled.

R. J. (Queen St.).—Your observations on a proposed new system of notation have been received, together with a game illustrative of its practice. We think very highly of your system, and shall give it our most attentive consideration. We shall submit the subject to our readers in our next number.

J. H. S. (Prestwich).—We have to thank you for the problems, but although neat in idea, they are defective. In Problem No. 1, the interposition of Kt. at Q. 3rd, for the 2nd of Black, effectually prevents White from mating at all; in fact, Black would then mate easily in four moves. Problem No 2 is defective, inasmuch as B. to Q. Kt. sixth will delay the mate for three moves. Perhaps you will re-examine the positions, and let us know the result. You can procure diagrams, at a moderate charge, of Mr. F. A. Day, 13, Carey Street, Lincoln's-Inn-Fields, London.

PETER PARLEY.—Send the challenge; no doubt many of our correspondents will respond to it.

J. B. W. (Cardiff).—1st. We are gratified that the appearance in the "Chess Player," of the first of a series of letters on the History and Literature of Chess, meets with your approval. As the letters proceed, we can promise you that their interest will not diminish. 2nd. The arrangement of placing the white squares of the board on the right hand of the player, is merely conventional. There is no particular reason for it that we are aware of, beyond that its adoption very much facilitates Chess-games played by correspondence, and that it is desirable that there should be something like universality of practice. In earlier times, the board was simply divided into squares without any difference of colour, and it is believed that the Chessmen were only distinguishable by some peculiar marks on each, being similar in size and form.

S. S. (Truro); F. R. (Hampstead); J. A. Felix; H. M. (Carlisle); B. S. (Alverstoke).—Many thanks for your commendatory notices of the Letter on the History and Literature of Chess.

LETTERS

ON THE

HISTORY & LITERATURE OF CHESS.

LETTER III.

(To the Editor of "*The Chess Player*.")

SIR,—I shall notice in detail only one more theory as to the invention of Chess, a theory which has at least the merit of peculiar originality and novelty. One writer has argued, with some labour, to show that the game was most probably invented in the reign of, and out of compliment to, Queen Semiramis. Our author's chief reason for his conclusion is based upon the strange circumstance of the *Queen's* being the most powerful agent on the board, the very leader of the battle, an occupation so inconsistent, says he, with the life and character of an Asiatic Princess in the days of yore. Besides which, he thinks, among the contradictory accounts given of the invention of the game, one is as likely to be fabulous as another, and that the occasions or circumstances assigned are most unsatisfactory. He goes on to observe "that Chess is indisputably of Asiatic origin and of very great antiquity—that there is but one lady in the pages of Oriental history who acted the part of the Queen at Chess, who fought and conquered, and that lady is Semiramis." To her reign, therefore, does our author attribute the invention of the game of Chess, stating that at that period it would be not only probable in appearance, but politic in practice, and a most delicate piece of flattery to the Royal heroism; he then gives us a little not very lucid reasoning in support of his inferences. We are not, however, obliged to give our assent to every proposition which we cannot *demonstrate* to be erroneous or impossible, and my refutation of this very fanciful theory in this:—Firstly, that we find the Oriental Chess neither had nor has any such potentate as a Queen on the board; and that she is, in all probability, a European introduction. Secondly, we have not the least grounds for supposing Chess to be anything like so ancient as the time of Queen Semiramis; and if the game *had* been invented out of compliment to that heroine, it seems to us very unlikely that the whole drift of the play should have been concentrated upon the King, to whom the Queen is, after all, only a subservient piece. As before stated, too, we cannot suppose Chess to be the invention of any one occasion, of any one time, of any one

court, nor for any one purpose. Moreover, the idea that the game was constructed as a compliment to a lady is quite as improbable as that it was invented to teach a King humility, or to divert soldiers in a time of starvation.

In every country, the game of Chess varies in its method of play, according to the different customs or caprices of the people; but the universal similarity is sufficient to prove the sameness of their source in all cases, except possibly in China.

Agreeing then with the most impartial judges, that India, *via* Persia, is the source of *our* Chess, I proceed now to say a few words respecting the introduction of the game into Europe. A very commonly prevailing belief is, that Chess was first introduced into Europe after the first Crusade, or about the close of the 11th century. It is, however, easy to prove that it was pretty well known in Europe, (and even played in England) long before that period. Eastern history informs us that it was known at Constantinople in the beginning of the 9th century, at which period the Emperor Nicephorus distinctly mentions the game in a letter to the Caliph Haroon al Raschid. There is, too, in the *Bibliothèque du Roi*, at Paris, a curious and antique set of ivory Chessmen, stated to have been sent as a present to the Emperor Charlemagne. These Chessmen are carved in the exact costume of the Greeks of the 9th century, and are supposed by the best authorities to have been a present from the Empress Irene, or from her successor.

Old French romances, too, long ere the first Crusade, are said to abound with references and allusions to the game of Chess.

In a letter written to Pope Alexander II., about the year 1065, the Cardinal Bishop of Ostia complains that he had actually found the Bishop of Florence spending his evening in playing at Chess, for which the Cardinal states that he had severely reproofed him, and even compelled the poor prelate to do penance. From these and many other anecdotes which I could cite, it becomes evident that it is quite an erroneous opinion that Chess was not known in Europe till after the first Crusade.

Sir Frederick Madden supposes Chess first to have been known in Europe at Constantinople, not later than the end of the 8th century. He conjectures that it early spread thence, amongst other countries, to Denmark, and that from that country it was first imported to England, at the time of the early connexion between the Danes and the English.

It is indeed difficult to tell how soon Chess was first known in the most Eastern part of Europe, and the game must have spread, too, at an early period to the Scandinavians and other northern nations; for the beautiful set of Chessmen found in the Isle of Lewis (off the N.W. Coast of Scotland, 1831,) were in all probability carved from the walrus' tooth by some of the Northmen about 1150 (as shown by Sir F. Madden, in the *Archæologia*; Vol. 24), and we have, I believe, historical mention of Chess in England before the Norman Conquest.

But the most probable theory regarding the first coming of

Chess into Europe, and one which I find nothing to controvert, is that the game was introduced into Spain at the Arabian conquest. This is asserted with confidence by a German author, and the supposition has been very ably supported by Mr. Cronhelm, Sen.

In a letter to the Editor of the "Chess Chronicle," Mr. Cronhelm writes thus:—"Chess was introduced into Persia, from India, in the 6th century. In the 7th century, the Mohammedan Arabs subdued Persia, acquiring the game, and floating it along their tide of conquest, to the South and West. At the commencement of the 8th century they conquered Spain; and, during the same century, they extended their empire into Aquitaine and the south of France, as well as into Italy, holding Sicily long in subjection, and carrying their victorious arms to the very gates of Rome. The courts of the Caliphs of Cordova and of the Moorish Kings of Seville and Granada were the seats of literature and science; and the resorts of learned men during the middle ages. Now, the ancient Arabic and Spanish chronicles bear testimony to the prevalence of Chess in those courts, as well as in the courts of Arragon and Castile, and thus, by the Spanish Arabs, was the game diffused through the South of Europe, whence it would pass, by common intercourse, to the surrounding nations."

In this account of the passage of Chess into and through the Western Continent there is every probability of truth. Besides the confirmatory tendency of romances, references, and records, the nomenclature of the game furnishes still stronger proof, as we shall presently see. Moreover, the oldest European treatises on Chess are all in the Spanish and Italian languages. What we have brought forward respecting the introduction of the game into Europe receives further evidence from the illustrative anecdotes and historical references to Chess, and to which I shall advert in a subsequent letter.

Regarding the theory I have supported, that Chess is of Judæo-Persic origin, that the Arabs communicated it to the Spaniards, and that it was by them transmitted to the Italians, to the French, and to other nations of Western Europe, I must not omit to mention that there is strong evidence of its truth afforded by the history of another well-known game.

I do not allude to Draughts, which is evidently *older* than its elaborate sister game. Wherever Chess has spread, there have been some sorts of Draughts, and their relationship is palpable: both are played on the same board; in ancient Chess, the moves of many of the pieces were very much limited, more like the stunted moves of the Draught-men; a Chess-pawn, on reaching the 8th square, becomes a superior officer, just as a single Draught becomes a King; and the Bishop at Chess used to capture a man by leaping over, as a Draught-man does. The analogy between the two shows, indeed, at once that they are from the same original—Chess being a more highly improved or superior formation, whilst Draughts retains an almost primitive simplicity.

The game most likely to throw some light upon the geogra-

court, nor for any one purpose. Moreover, the id was constructed as a compliment to a lady is ay be a little as that it was invented to teach a King Cards is the soldiers in a time of starvation. Cards is the

In every country, the game of Chess have thought it according to the different customs or more modern origin, the universal similarity is sufficient that of Chess. The source in all cases, except possibl suggested by that of Chess

Agreeing then with the most Those wishful to see the Persia, is the source of our Che on learnedly and elaborately respecting the introduction of a recently published, entitled monly prevailing belief is, the Origin and History of Playing after the first Crusade, or (London, 1848, 1 vol. 8vo.) To however, easy to prove th or the collateral testimony of the even played in England rating the theory of the birth-place informs us that it was of Chess to our own country. After of the 9th century, show clearly, from the similarity of the tinctly mentions in each game, from the exactly correspond- Raschid. There ve taken place in the figures of Cards and of a curious and s, of resemblance in the method of play (for in sent as a prese were anciently determined by the throw of dice), carved in th eness of the name (for both were at one time called are suppose of the Four Kings"), from the presence of the same the Empr ing "four," in the Eastern names of both games, and

Old F ther manifest relationships between ancient Cards and to abo Chess, which we have not room to cite, that the game of

In was derived from or suggested by Chess, our author the the geographical passage of the game of Cards from the for into and among the European nations. I must here C tion that the game of Cards is much more ancient than is generally supposed, and that the common account, viz., that it was invented to amuse the sounder moments of an afflicted French King, is altogether erroneous. Card-play is much older than the time of Charles VI. The results of the learned researches quoted by Mr. Chatto tend to show that Card-play is of Eastern origin, that Cards were probably originally invented in India, and that thence they were introduced into Europe, first into Spain, probably early in the 14th century, by the Saracens, or a people of Arab race, spreading soon into France, Germany, England, and Italy. All this, which our author's evidence clearly supports, tends to confirm the theory I maintained respecting the origin and introduction of the game of Chess.

Throughout Europe, Chess is now played in the same mannert and with the same pieces, though differently named. All are no doubt pretty well acquainted with the general scheme of the game;

* Breikopf.

† Hitherto, no author has availed himself of this additional source of evidence of the passage of Chess into Europe.

‡ The two trifling differences of the Italians—their mode of Castling the King, and their Pawn's power, "passare battaglia," are, I believe, fast vanishing. Among the Turks, he who stalemates his opponent wins, equally as if he had mated him.

ard now in use consists of 64 squares, on which five
ces have all different limits to their movements, back
lateral and diagonal. The natures and names of the
ven, Bishop, Knight, Rook, are too well known

to close this attempt to sketch the history of
not but regret the want of some good and copious
history and literature of the game. Whilst numerous
ellent treatises have been devoted to the practical part of
subject, or Chess-play, the literary department of the game
though equally interesting, been too generally neglected.
his masterly *Analyse Nouvelle*, M. Jaenisch has indeed pro-
mised, on a future occasion, to give to the world a treatise on Chess
history and literature; and there can be not the least doubt that,
coming from such competent hands, the work in question will, on
its appearance, supply the desideratum which we must all regret.*
At present, the student's available resources consist of but very
partial dissertations, scattered chapters in periodicals, and hack-
neyed encyclopædia articles, in which, besides a few anecdotes and
quotations from Dr. Hyde and Sir Wm. Jones, we find only the
opinions of one writer retailed by another.

I now take leave of the historical part of my subject, and pro-
ceed to the more entertaining topic of Chess nomenclature. The
etymology of the language of the game, and the origin of the
names and forms of the different pieces are highly interesting and
curious.

It were needless to cite all the erroneous and strange derivations
which etymologists have furnished of the name "Chess;" such as
the deducing it from a Turkish name *Uscosches*, famous robbers, or
from the Latin *Calculus*, a pebble, or from the German, *Scackhe*,
theft, or from the Hebrew שַׁחַמַּת to skirmish, or play on an instru-
ment, all of which absurd derivations I have met with. The
word *Chess* was, I believe, first etymologized with seeming correct-
ness, by Sir Wm. Jones, who gives us the following derivation:—
"The original Hindostanee name for the game was 'Chatur Angas'
signifying 'the four divisions' of an army, viz. the elephants, horses,
chariots, and foot-soldiers; the game was also called 'Chatur
Rajah,' or the 'Four Kings.' One of the words the old Persians
corrupted into *Chatranj*. When the Moslems or Arabs con-
quered Persia, they again altered the orthography and pronuncia-
tion of the word; and, having neither the initial or final letter of
the Persic word, it became among them *Shatranj*,† which form
the word retained, and from modern Persia it became accepted in
many of the dialects of India," where, says Sir William, "the
true derivation and meaning of the word are known only to the

* The best collation of Chess researches which has yet appeared is in Tom-
linson's little work, "Amusements in Chess."

† The Orientals themselves furnish also some other, but absurd, deriva-
tions of this word "shatranj."

learned. Thus, this name, significant enough in the language of the Brahmans, has been corrupted by the Spaniards, Italians, Germans, French, and English, into *Acedrez*, *Scacco*, *Schack*, *Echecs*, and *Chess*." Though this tracing and deriving of the word might seem to some rather fanciful and forced, there is no improbability of its correctness. Those at all acquainted with Eastern languages know how difficult it is for other nations to sound their gutturals, and how often the same word, in two different dialects, will have quite a different sound and spelling.

Another derivation of the word "Chess" is, that it is identical with, or a corruption of, the word "Check," so that *game of Chess* simply means *game of check*, or *check's game*, as in the French and German the same word is used both for *check* and *Chess*, their *jeu des echecs*, and *Shachmat*, being equivalent in English to *check's game*.

With regard to the words "Check" and "Mate," they are both of Arabic or Persian origin, and have no etymological signification in our own language. The Persians called the King "Shah," and the Arabs adopted the very similar name of their own potentate the "Sheik," the primitive meaning of which word is *Elder*, like the Roman *Senator*, and Saxon *Alderman*; hence from the Oriental word "Sheik," used to this day by the Easterns in warning check to the King, have we and all the Europeans derived, or rather preserved our word "check!"—the *Sh* in the Arabic word having a guttural sound not at all conveyed by our spelling. The word is spelled in Spanish *Xequé*, their *X* conveying the true sound. We find this self-same word retained in all the European languages, in "Check," *Echec*, *Schack*, *Scacco*, &c., which are all without vernacular signification, and can be explained only by reference to the Arabic through the Spanish.

Mr. Cronhelm, after observing that the Italians, French, English, Danes, Icelanders, Poles, Russians, and Germans, all give warning to the King of check in Spanish-Arabic, asks, "Can language afford a more conclusive proof of the channel through which they derived the game?"

The word "Mate," in checkmate, was also retained in Spain from the Arabs, and in like manner adopted all over Europe; for it has, in this sense of "overcome," no source or connection in any European language, being thus used only in Chess. But in Persian and Arabic "*Mât* denotes *kill* or *slay* (same as the Hebrew root *מָוֹת*, to die, or cause to die), and the Spaniards retain this word, among many others, from the Saracens; hence their verb *Matara*, to kill—*Matador*, the *bull slayer*. Thus the English "checkmate;" the French, *échec et mat*; the Italian, *Scacco matto*; the German, *Schack mat*; and Spanish, *Xequé de mat*, all simply mean "the Sheik slain!"

The word *check* has been introduced among us solely by the Chess-board, so that, as Mr. Cronhelm observes, we recognize the Sheik of the desert at every turn, in the *check* of war, or of diplomacy, in the Court of *exchequer*, in the *check* of heraldry, in the banker's *cheque*, and even on the *check* apron of the housewife.

The origin of all *chequers* is in fact referable to *Chess* alone, or rather to the board on which this description of game is played.

The names and powers of the pieces have, in different countries and at different times, been varied in many ways, by caprice, custom, or for improvement. The principal piece and centre of attraction however has always been the *King*; although, according to one fancy or another, players have, in every sort of manner, varied, curtailed, and extended his locomotive powers, he has always preserved his identity, ever remaining "every inch a King."

With his lady, the Queen, it is very different. She seems to owe her appearance on the board to the gallantry of the Europeans—a feature altogether contrasted with the notions of the Asiatics. Among the Persians this piece was a "counsellor," or "general of the army," and called in their language the *Pherz*, which name was introduced into Europe, and it is said that the similarity of sound between this word *Pherz*, and the Roman French, *Vierge*, a virgin, occasioned the mistake of turning the Vizier of the East into a female; though the Eastern word (spelt Fierce or Fers) was long retained, in the name of the Queen among the French and English. This mistake, it is said, was natural enough in an age of chivalrous gallantry, and quite characteristic of French politeness. It appears to me, however, that this mode of accounting for the presence of her majesty, by the mistake of *pherz* for *vierge*, is not satisfactory. The piece we call "Queen" has been supposed to be a lady ever since the game was known in Europe. In an old Latin poem, the Queen is called *Virgo*; and in the Harleian MS., *fers*, *regne*, and *regina*. Chaucer alludes to the Chess Queen, calling her "the Fers," and Lydgate before him styled her the same.

Now it seems to me quite natural that, on the introduction of Chess into Europe, without any mistake or confusion of names, the consort of the King should become a Queen, according to the customs of the West. Not only in France, but in all the western nations, where the fair sex act so important a part, where the rights of woman are acknowledged, and where she even shares the power of royalty, in total contrast to the slavish system of the East, what could be more likely than that the imperfection of a King without a Queen should forthwith and at once be obviated? Hence we find that in Europe, instead of the Counsellor, a *Queen* seems almost immediately and universally to have been adopted. It is evident, too, that this innovation has been sudden and violent, for the "Ladies' Men," of the West have given to the Queen far more power than was ever possessed by the Oriental *Pherz*. And how else are we to account for the strange anomaly that a Pawn or common soldier, as soon as he reaches the opposite boundary, becomes a *lady* potentate! In the Eastern scheme, it was natural enough that the foot soldier having penetrated the adverse ranks, should be rewarded for his valour by being promoted to a high office; but there is plainly something contrary to original order when he changes his sex and becomes a Queen! There are other anomalies

in the game which can only be accounted for by similar arbitrary alterations.

On either side of the King and Queen stands the *Bishop*. According to the fancy or caprice of the age and nation, the title of this piece has been more varied than that of any other. In the Oriental Chess the piece was originally the Elephant, named *Phil*. The Spaniards, with the addition of the article, called it *Alfil*, which the Italians, French, and English corrupted into *Arfil*, *Alphilus*, *Alfino*, *Alfiero*, *Aufyn*, and *Alphyn*. In the oldest English works on Chess, the Bishops are commonly called Alfyns. The French at an early period called him *Fol*, or Fool, a corruption of the Eastern name *Phil*. This change was easy, and likely to occur at a time when the Court *Fool*, or Jester, was a regular attendant on the King and Queen; thence the French to this day call the Bishop the *Fou*, or Fool, and as such they represent his figure. So, not understanding the meaning of the corrupted Arabic, the European nations have one and all called the piece originally representing the Elephant by many different titles, just suiting their own fancy. As standing next the King, he has been by some named the *Prince*, but the English, consistently with their Church and State ideas, assign to him the office of a Bishop.* The Russians, who are thought by some writers to have received the game direct from the East, through their ancient conquerors, the Moguls, often represent the Bishop by a ship; and, to account for this, we have already mentioned that in the oldest form of the game, one piece was called the boat. Elsewhere, the Bishop has been severally styled the *Priest*, the *Archer*, and the *Secretary*. The Italians retain something of the original name (without any meaning in their own tongue), calling him *Alfiero*.

The Knight seems to have undergone little or no change either in power or form. He has always represented a horseman mounted, though we retain only the emblematic horse's head among our common sets of Chessmen. The Germans call him the *Springer*, the Russians name him the *Horse*, and the Spaniards, Italians, and French style him the *Cavalier*.

The *Rook* is, both in figure and in name, the most puzzling piece on the board.

The first or most ancient form of the piece is uncertain. Sir W. Jones states that in the old Hindoo game it was an *armed chariot*, called *Roth*'. This word, he says, the ancient Persians changed into *Rokh*; whence the Italian *Roccho*, the Spaniard *Roque*, and English *Rook*. Other antiquarians derive it from a Persian word *Rokh*, signifying "a valiant hero." Several authors, however, amongst whom is Dr. Hyde, give us the Arabic word *Ruch*, a dromedary, as the true origin of our word; and this supposition, they add, is favoured by the circumstance of the dromedary being anciently used in battle, and by its being found represented by this

* The Germans call this piece the "*Läufer*," or Leaper, from the manner in which he anciently captured a hostile man by leaping over it.

piece on the Chess-board among many of the Eastern nations, as also by the nature of the Rook's swift move, which is like to the rapid, straightforward run of the dromedary, but certainly not in keeping with the idea of a fortress or castle.

In the early Italian treatises on Chess, the Rook is depicted as a castle, and called *il Roccho*, and hence it has been conjectured that the Oriental name for the piece, whatever it was, has been confounded with the Italian *Rocca*, a fortress.

Whatever be the origin of its name, however, we may be pretty certain that this piece has no business in the form of a tower, and that some mistake or caprice has introduced a *Castle* on the Chess-board. Its most ancient form in Europe is unknown; but the oldest European Chessmen in existence have the Rooks figured as elephants. This again seems strange, that the Rook had taken the figure, though not the name, which originally in the East belonged to the Bishop. The elephant having once become the fashionable form of the piece, has been retained, with or without a castle on his back, by several of the European nations.

After some time, the *Castle* alone was taken as the epitome of the whole figure; so now the Spaniards, Italians, French, and English all adopt the tower, though why or whence it should be called the Rook, I am unable to decide; the difficulty being that we do not know the name nor form of the creature in whose semblance this piece was first brought into Europe. It seems difficult to imagine how a valiant warrior could come to be represented by a tower; or that a dromedary should be mistaken for an elephant; or even how, as Sir W. Jones supposes, an elephant and castle should take the place of the armed chariot, or Hindoo *Roth*.

Having traced, as well as I am able, the names and pedigrees of the superior officers, I come in the last place to the diminutive, but in play all-important, Pawns. The name and power of this company appear in England always to have been the same as at present; but in the Eastern game the Pawn never moved more than one square at once, and the Pawn's power of taking an adverse foot soldier *en passant*, as also his becoming promoted on reaching the eighth square, are not universal. On the whole, however, the moves and powers of the Pawns have always been nearly the same, or so little varied as not to be worth notice.

Erroneous attempts have been made to etymologise the word Pawn, from old French and barbarous Latin words, such as *Peton*, a footman, *Espion*, a spy, or *Pedone*, foot soldiers.

I think it is plain that in our *Pawn*, and the French *Pion* (*O. Fr. Pïon*), Italian *Pedoni*, there is retained the Spanish name *Peon*, a foot soldier, which is very likely almost the same word as they received from their Eastern invaders.* For a root signifying *foot* seems to form the name of the Pawns in almost every language; the

* In India the attendants are called "Peons"—the exact Spanish word—a servant or foot-page; an additional evidence of the Indian origin of the game.

Chinese name for them is *Ping*, and the Persian is *Fiada*, a foot soldier. The Danes, Swedes, and Germans, appear to have lost sight of their directly military character, and, agreeably to the customs of the feudal state, they made serfs of them, and called the Pawns *Banera*, or peasants. I am, &c., B. S.

(To be continued.)

GAME BETWEEN THE REV. G. R. MONCRIEFF AND
MR. J. WATKINSON.

Black.—REV. G. R. M.

- 1 P. to K. fourth
- 2 K. B. to Q. B. fourth
- 3 P. to K. B. fourth
- 4 K. Kt. to B. third
- 5 Q. to K. second
- 6 K. B. to Q. Kt. third
- 7 P. takes P.
- 8 P. to Q. third
- 9 Q. takes B.
- 10 R. to K. B. square
- 11 R. takes Kt.
- 12 Q. takes B.
- 13 P. to Q. fourth (b)
- 14 K. to Q. second
- 15 K. to Q. square
- 16 Q. to K. second (c)
- 17 P. to Q. B. fourth
- 18 K. B. takes P.
- 19 P. to K. sixth (d)
- 20 B. to Q. second
- 21 Q. takes P. (check)
- 22 B. to Q. fifth
- 23 Q. to K. fourth
- 24 Q. to Q. third
- 25 B. to Q. B. third
- 26 Q. B. interposes
- 27 Q. takes R.
- 28 K. to K. second
- 29 K. to K. B. second
- 30 K. takes Q.

White.—MR. J. W.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 K. B. to Q. B. fourth
- 4 Kt. takes K. P.
- 5 P. to Q. fourth
- 6 Castles
- 7 Q. B. to K. Kt. fifth
- 8 B. takes Kt.
- 9 Kt. to K. B. seventh (a)
- 10 Q. to K. R. fifth
- 11 B. takes R. (check)
- 12 Q. takes K. R. P.
- 13 Q. to K. B. eighth (check)
- 14 Q. to K. R. third (check)
- 15 Q. to K. third
- 16 P. to Q. B. fourth
- 17 Q. P. takes Q. B. P.
- 18 Q. to Q. second
- 19 Q. takes Q. P. (check)
- 20 P. takes P.
- 21 K. to R. square
- 22 Q. takes Q. Kt. P.
- 23 Q. Kt. to B. third (e)
- 24 Q. takes R.
- 25 R. to K. B. eighth (check)
- 26 Q. Kt. to Q. Kt. fifth
- 27 Q. takes Kt. (check)
- 28 Q. to Q. sixth (check)
- 29 Q. takes Q. (check)
- 30 Kt. takes B.

And wins.

- (a) A bad move which loses a piece.
- (b) Bishop to K. B. fourth would have gained time.
- (c) Q. to K. B. third was more attacking.
- (d) Why not Pawn to Queen fifth?
- (e) And Black may as well resign.

GAME PLAYED BETWEEN MESSRS. GREEN AND WORMALD.

White.—Mr. G.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. B. third
- 5 P. to Q. fourth
- 6 P. takes P.
- 7 B. to Q. second
- 8 Q. Kt. takes B.
- 9 P. takes P.
- 10 Q. to Q. Kt. third
- 11 Castles (K. R.)
- 12 K. R. to K. square
- 13 R. to K. second
- 14 R. to K. fourth
- 15 Q. R. to K. square (a)
- 16 Kt. to K. fifth
- 17 P. takes Kt. (b)
- 18 Q. to K. B. third
- 19 Q. takes Kt.
- 20 P. to K. sixth
- 21 B. takes P. (check)
- 22 R. takes B.
- 23 Q. R. to K. fourth
- 24 R. to K. square
- 25 R. to K. seventh
- 26 K. takes Q.
- 27 R. to K. eighth (check)
- 28 R. takes R. (check)
- 29 R. to K. seventh
- 30 K. to K. B. third
- 31 K. to K. third
- 32 R. to Q. B. seventh
- 33 K. to Q. third
- 34 R. to Q. B. eighth (check)
- 35 R. to Q. R. eighth

Black.—Mr. W.

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 K. Kt. to B. third
- 5 P. takes P.
- 6 B. checks
- 7 B. takes B. (check)
- 8 P. to Q. fourth
- 9 K. Kt. takes P.
- 10 Q. Kt. to K. second
- 11 P. to Q. B. third
- 12 Castles
- 13 K. Kt. to B. fifth
- 14 Q. Kt. to K. Kt. third
- 15 Q. to K. B. third
- 16 Kt. takes Kt.
- 17 Q. to K. Kt. fourth
- 18 Kt. takes K. Kt. P.
- 19 Q. takes Kt.
- 20 P. takes P.
- 21 B. takes B.
- 22 Q. to Q. fourth (c)
- 23 Q. to Q. eighth (check)
- 24 Q. to K. B. sixth
- 25 Q. takes Q. (check)
- 26 R. to K. B. second
- 27 R. takes R.
- 28 R. to K. B. square
- 29 R. to Q. Kt. square
- 30 P. to K. R. third
- 31 K. to K. B. square
- 32 R. to K. square (check)
- 33 R. to K. second
- 34 K. to K. B. second
- 35 P. to Q. R. third

Drawn game.

(a) Threatening to win at once by B. takes K. B. P. (check).

(b) R. takes Kt. would be stronger.

(c) Q. takes Q. Kt. P., we think might have been ventured upon.

GAME PLAYED BETWEEN MR. KNAGGS AND MR. HILLES.

White.—Mr. K.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. B. fourth
- 5 Kt. to K. Kt. fifth
- 6 Kt. takes K. B. P.
- 7 Q. takes P. (a)
- 8 Q. takes P. (check)
- 9 B. to Q. B. fourth (check)
- 10 B. takes B. (check)
- 11 Castles
- 12 Kt. to Q. B. third
- 13 Q. to K. B. fifth (check) (c)
- 14 Q. to K. Kt. sixth
- 15 P. to Q. fourth
- 16 Kt. to Q. fifth (check)
- 17 B. takes R. P. (e)
- 18 Q. takes B. (check)
- 19 R. to K. B. fifth (g)
- 20 Q. to K. Kt. sixth (check)
- 21 Q. to K. sixth (check)
- 22 R. to K. R. fifth (check)
- 23 R. takes R. (check)
- 24 Q. takes Kt. (check)
- 25 R. to K. B. square
- 26 Q. to K. B. fourth (check)

Black.—Mr. H.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. third
- 6 K. takes Kt.
- 7 P. to Q. third (b)
- 8 Kt. to K. B. third
- 9 B. to K. third
- 10 K. takes B.
- 11 B. to K. Kt. second
- 12 R. to K. B. square
- 13 K. to K. second (d)
- 14 R. to K. B. second
- 15 Q. Kt. to Q. second
- 16 K. to K. B. square
- 17 B. takes B.
- 18 K. to K. Kt. square (f)
- 19 Kt. takes K. P.
- 20 R. to K. Kt. second
- 21 K. to K. R. square
- 22 R. to K. R. second
- 23 K. takes R.
- 24 K. to K. R. third
- 25 Q. to K. square.

And Black resigns.

(a) Better to have played B. to Q. B. fourth (check).

(b) Black did not avail himself of the advantage offered by his opponent's weak play, he should have played Kt. to K. B. third, when, if White had taken K. B. Pawn, he might have replied with B. to Q. third.

(c) A check given at the proper time.

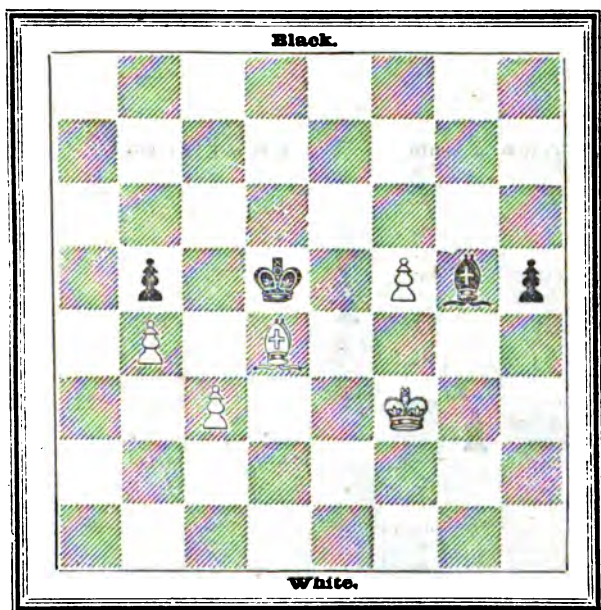
(d) K. to B. second would have been safer play.

(e) Good play; compelling Black to take B. with B., or submit to the loss of a piece.

(f) Black's game is hopeless; but K. to K. square would have been more defensive.

(g) No hope for Black after this move.

CHESS STUDY No. 20, BY KLING AND HORWITZ.



Black can draw notwithstanding White has the move.

SOLUTION OF CHESS STUDY No. 14.

- | | |
|---------------------------|-----------------------|
| 1 B. to Q. R. seventh | 1 R. to Q. B. square |
| 2 B. to Q. Kt. sixth (a) | 2 R. to K. square |
| 3 B. to K. third | 3 R. to K. Kt. square |
| 4 B. to K. B. second | 4 K. to Q. Kt. fifth |
| 5 B. to K. square (check) | 5 K. to Q. R. fifth |
| 6 B. to K. B. second | 6 R. to K. R. square |
| 7 B. to K. Kt. square | 7 K. to Q. Kt. fifth |
| 8 B. to K. B. second | |

And draws.

(a) Were White now to play B. to Q. Kt. eighth, Black would win by playing K. to Q. Kt. fifth.

Chess Study No. 21, by a Member of the Dublin
Chess Club.



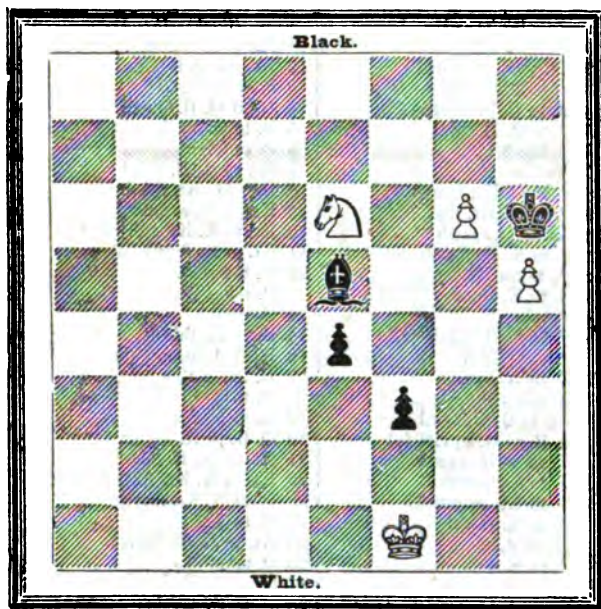
White with the move can but draw.

SOLUTION OF Chess Study No. 15.

- | | |
|-----------------------|------------------------------|
| 1 P. to K. Kt. sixth | 1 R. takes R. P. |
| 2 P. to Kt. seventh | 2 R. to K. R. fourth (check) |
| 3 K. to K. B. fourth | 3 R. to K. R. fifth (check) |
| 4 K. to K. B. third | 4 R. to K. R. sixth (check) |
| 5 K. to K. Kt. second | |

And wins.

CHESS STUDY No. 22, BY THE CAVALIER.



White to move, and draw.

SOLUTION OF CHESS STUDY No. 16.

- | | |
|----------------------|------------------------|
| 1 P. to Q. sixth | 1 P. takes B. |
| 2 P. to Q. fifth | 2 P. Queens |
| 3 B. takes Q. | 3 K. takes B. |
| 4 K. to Q. third | 4 K. to Q. Kt. seventh |
| 5 K. to Q. B. fourth | 5 K. to Q. B. seventh |
| 6 K. to Q. Kt. fifth | 6 K. to Q. B. sixth |
| 7 K. to Q. B. sixth | |

And wins.

GAME PLAYED BETWEEN MESSRS. JOURNOUD AND HILLEL.

White.—Mr. J.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 P. to Q. B. third
- 6 Q. takes P.
- 7 Castles
- 8 P. to Q. Kt. fourth
- 9 P. to Q. Kt. fifth
- 10 Kt. to Q. fourth
- 11 P. to K. B. fourth
- 12 P. takes Kt.
- 13 B. to K. third
- 14 P. takes P.
- 15 P. to K. R. third
- 16 P. to Q. fifth
- 17 K. to R. square
- 18 Q. takes B.
- 19 Kt. to Q. B. third
- 20 Q. R. to Q. square (c)
- 21 K. R. to K. square
- 22 Q. to her fourth
- 23 K. to Kt. square (d)
- 24 Q. to K. third
- 25 K. to R. second
- 26 P. to K. fifth (e)
- 27 R. to Q. fourth
- 28 Kt. to K. fourth
- 29 Kt. to K. Kt. fifth
- 30 Kt. to K. B. third
- 31 Kt. takes P.
- 32 P. to K. Kt. fourth
- 33 Q. to K. Kt. third
- 34 P. to Q. R. fourth
- 35 Kt. takes Kt. (g)

Black.—Mr. H.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 P. to Q. sixth
- 6 P. to Q. third
- 7 Kt. to K. B. third
- 8 B. to Q. Kt. third
- 9 Kt. to K. second
- 10 Kt. to K. Kt. third
- 11 Kt. to K. fourth (a)
- 12 P. takes P.
- 13 P. takes Kt.
- 14 Castles.
- 15 B. to K. third
- 16 B. to Q. second (b)
- 17 B. takes B.
- 18 Q. to K. square
- 19 Q. to K. fourth
- 20 Q. R. to K. square
- 21 Kt. to K. R. fourth
- 22 Kt. to K. Kt. sixth (check)
- 23 Q. to K. Kt. fourth
- 24 Q. to K. R. fifth
- 25 Kt. to K. R. fourth
- 26 Q. takes B.
- 27 Q. to Q. B. fourth
- 28 Q. to K. second
- 29 P. to K. B. third
- 30 P. takes P.
- 31 Q. to her third
- 32 Kt. to K. B. third
- 33 B. takes Q. Kt. P.
- 34 Kt. to Q. second (f)
- 35 R. to K. B. sixth check

Resigns.

(a) Well played.

(b) Suppose

Black.

- 16
- 17 P. takes B.
- 18 P. takes P. (check)

White.

- 16 P. to Q. B. third
- 17 Q. takes Q.
- 18 R. takes B.

Winning a Pawn.

- (c) K. R. to K. square would have been better play.
 (d) On examination, it will be found that the apparently hazardous move of K. to K. R. second, would have completely turned the tables on Black.
 (e) An evident miscalculation.
 (f) Leading to a speedy termination of the game.
 (g) Clearly the worst move on the board.

GAME PLAYED BETWEEN HERR POLLMACHER AND VON DER LASA.

White.—HERR. P.*Black.*—V. DER L.

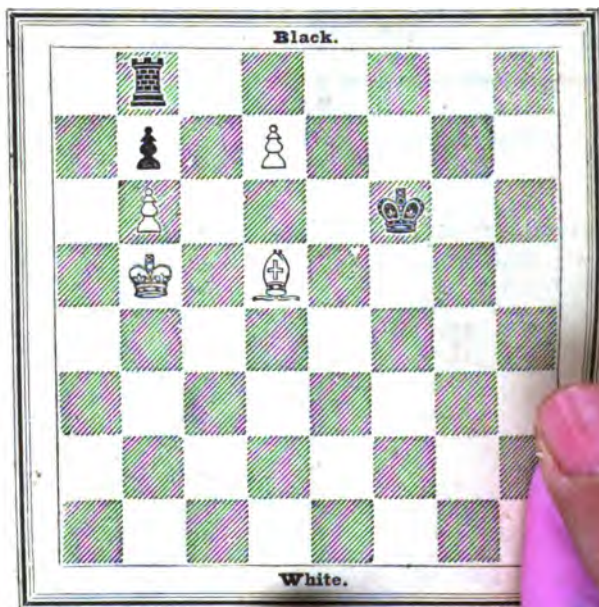
- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 P. to Q. B. third
- 6 P. to Q. Kt. fourth
- 7 P. to Q. Kt. fifth
- 8 B. takes K. P.
- 9 P. takes P.
- 10 Castles
- 11 Q. to K. second
- 12 B. to K. fourth
- 13 Q. to Q. B. second
- 14 K. Kt. to Q. second
- 15 Kt. to Q. R. third
- 16 R. to K. square
- 17 R. takes Kt.
- 18 Kt. to K. B. third
- 19 B. to K. Kt. fifth
- 20 Q. R. to K. square
- 21 B. to K. B. fourth

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 P. to Q. sixth (a)
- 6 B. to Q. Kt. third
- 7 Kt. to Q. R. fourth
- 8 P. to Q. fourth
- 9 Q. takes P.
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- 11 Castles
- 12 Q. to Q. B. fifth
- 13 Kt. to K. B. third
- 14 Q. takes K. Kt. P.
- 15 Q. to K. fourth
- 16 Kt. takes B.
- 17 Q. to K. B. third
- 18 B. to K. B. fourth
- 19 Q. to K. Kt. third
- 20 P. to K. B. third
- 21 K. R. to K. square

White resigns.

(a) The usual move here is Kt. to K. B. third, but the game can also be defended by pushing Pawn.

CHESS STUDY No. 23, BY PUNCHINELLO.



White to move and win.

SOLUTION

No. 12.

- 1 Q. to K. R. eighth
- 2 P. Queens
- 3 Kt. to B. 7th, R. to Q. 6th
or Q. to B. fifth, (double
check, and mate.)

- 2 Q. to Kt. eighth (check)
- 3 R. to Q. sixth

Mate.

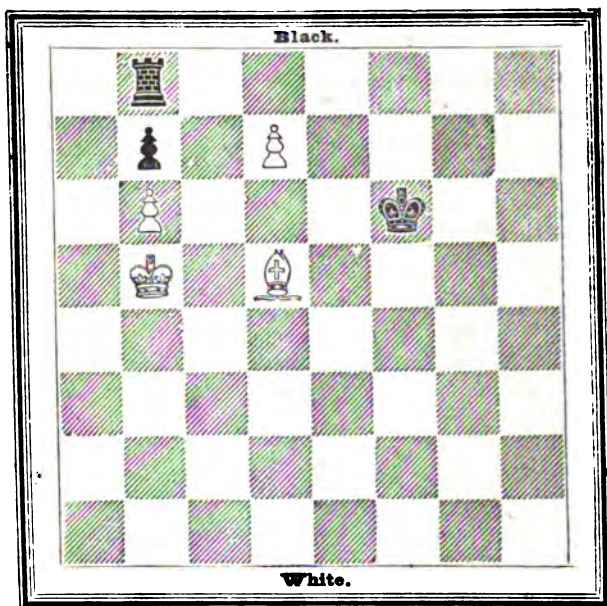
PROBLEM NO. 19, A REMARKABLY CLEVER PIECE OF CHESS
STRATEGY, BY H. TURTON, ESQ.



to move.

moves.

CHESS STUDY No. 23, BY PUNCHINELLO.



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SOLUTION OF PROBLEM No. 12.

- 1 Q. to K. R. eighth
- 2 P. Queens
- 3 Kt. to B. 7th, R. to Q. 6th
or Q. to B. fifth, (double
check, and mate.)

- 1 R. takes Q. (best) or A
- 2 Anything

A

- 2 Q. to Kt. eighth (check)
- 3 R. to Q. sixth

- 1 R. to K. Kt. eighth
- 2 Q. takes Q.

Mate.

**PROBLEM No. 19, A REMARKABLY CLEVER PIECE OF CHESS
STRATEGY, BY H. TURTON, ESQ.**



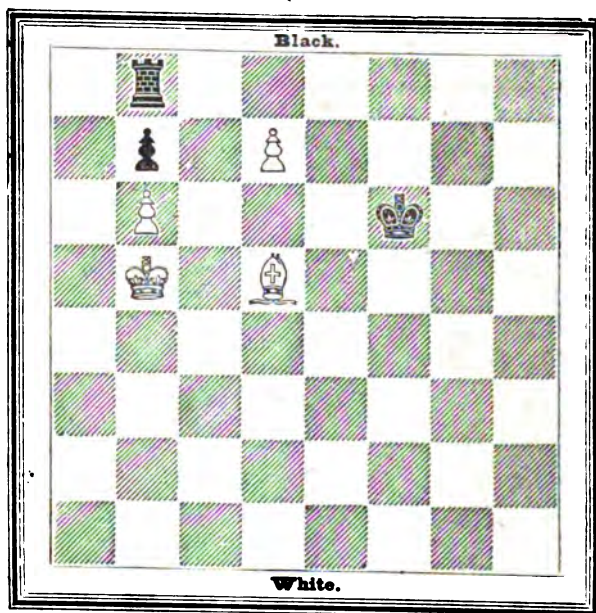
White to move, and mate in five moves.

SOLUTION OF PROBLEM No. 13

- 1 R. to Q. R. eighth (check)
- 2 Q. B. checks
- 3 P. mates

- 1 K. takes Kt.
- 2 K. moves

CHESS STUDY No. 23, BY PUNCHINELLO.



White to move, and win.

SOLUTION OF PROBLEM No. 12.

- 1 Q. to K. R. eighth
- 2 P. Queens
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or Q. to B. fifth, (double
check, and mate.)

A

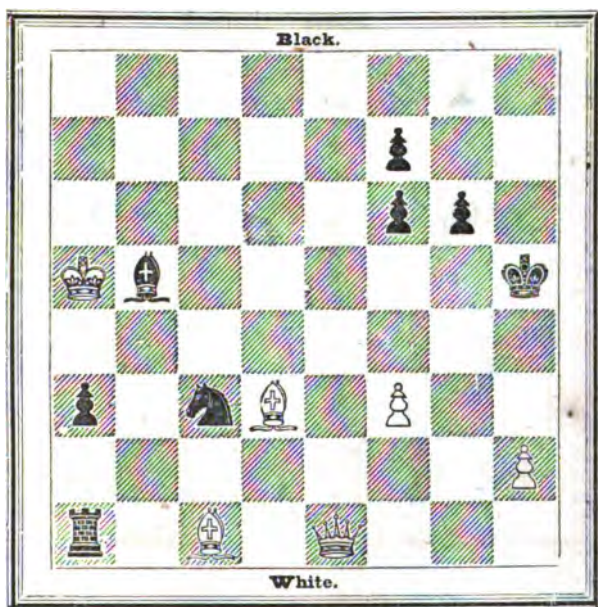
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- 3 R. to Q. sixth

- 1 R. takes Q. (best) or A
- 2 Anything

- 1 R. to K. Kt. eighth
- 2 Q. takes Q.

Mate.

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White to move, and mate in five moves.

SOLUTION OF PROBLEM No. 13.

- 1 R. to Q. R. eighth (check)
- 2 Q. B. checks
- 3 P. mates

- 1 K. takes Kt.
- 2 K. moves

in the game which can only be accounted for by similar arbitrary alterations.

On either side of the King and Queen stands the *Bishop*. According to the fancy or caprice of the age and nation, the title of this piece has been more varied than that of any other. In the Oriental Chess the piece was originally the Elephant, named *Phil*. The Spaniards, with the addition of the article, called it *Alfil*, which the Italians, French, and English corrupted into *Arfil*, *Alphilus*, *Alfino*, *Alfero*, *Aufyn*, and *Alphyn*. In the oldest English works on Chess, the Bishops are commonly called Alfyns. The French at an early period called him *Fol*, or Fool, a corruption of the Eastern name *Fil*. This change was easy, and likely to occur at a time when the Court Fool, or Jester, was a regular attendant on the King and Queen; thence the French to this day call the Bishop the *Fou*, or Fool, and as such they represent his figure. So, not understanding the meaning of the corrupted Arabic, the European nations have one and all called the piece originally representing the Elephant by many different titles, just suiting their own fancy. As standing next the King, he has been by some named the *Prince*, but the English, consistently with their Church and State ideas, assign to him the office of a Bishop.* The Russians, who are thought by some writers to have received the game direct from the East, through their ancient conquerors, the Moguls, often represent the Bishop by a ship; and, to account for this, we have already mentioned that in the oldest form of the game, one piece was called the boat. Elsewhere, the Bishop has been severally styled the *Priest*, the *Archer*, and the *Secretary*. The Italians retain something of the original name (without any meaning in their own tongue), calling him *Alfero*.

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In the early Italian treatises on Chess, the Rook is depicted as a castle, and called *il Roccho*, and hence it has been conjectured that the Oriental name for the piece, whatever it was, has been confounded with the Italian *Rocca*, a fortress.

Whatever be the origin of its name, however, we may be pretty certain that this piece has no business in the form of a tower, and that some mistake or caprice has introduced a *Castle* on the Chess-board. Its most ancient form in Europe is unknown; but the oldest European Chessmen in existence have the Rooks figured as elephants. This again seems strange, that the Rook had taken the figure, though not the name, which originally in the East belonged to the Bishop. The elephant having once become the fashionable form of the piece, has been retained, with or without a castle on his back, by several of the European nations.

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Having traced, as well as I am able, the names and pedigrees of the superior officers, I come in the last place to the diminutive, but in play all-important, Pawns. The name and power of this company appear in England always to have been the same as at present; but in the Eastern game the Pawn never moved more than one square at once, and the Pawn's power of taking an adverse foot soldier *en passant*, as also his becoming promoted on reaching the eighth square, are not universal. On the whole, however, the moves and powers of the Pawns have always been nearly the same, or so little varied as not to be worth notice.

Erroneous attempts have been made to etymologise the word Pawn, from old French and barbarous Latin words, such as *Peton*, a footman, *Espion*, a spy, or *Pedone*, foot soldiers.

I think it is plain that in our *Pawn*, and the French *Pion* (*O. Fr. Páon*), Italian *Pedoni*, there is retained the Spanish name *Peon*, a foot soldier, which is very likely almost the same word as they received from their Eastern invaders.* For a root signifying *foot* seems to form the name of the Pawn in almost every language; the

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Chinese name for them is *Ping*, and the Persian is *Fiada*, a foot soldier. The Danes, Swedes, and Germans, appear to have lost sight of their directly military character, and, agreeably to the customs of the feudal state, they made serfs of them, and called the Pawns *Banera*, or peasants. I am, &c., B. S.

(To be continued.)

GAME BETWEEN THE REV. G. R. MONCRIEFF AND
MR. J. WATKINSON.

Black.—REV. G. R. M.

- 1 P. to K. fourth
- 2 K. B. to Q. B. fourth
- 3 P. to K. B. fourth
- 4 K. Kt. to B. third
- 5 Q. to K. second
- 6 K. B. to Q. Kt. third
- 7 P. takes P.
- 8 P. to Q. third
- 9 Q. takes B.
- 10 R. to K. B. square
- 11 R. takes Kt.
- 12 Q. takes B.
- 13 P. to Q. fourth (b)
- 14 K. to Q. second
- 15 K. to Q. square
- 16 Q. to K. second (c)
- 17 P. to Q. B. fourth
- 18 K. B. takes P.
- 19 P. to K. sixth (d)
- 20 B. to Q. second
- 21 Q. takes P. (check)
- 22 B. to Q. fifth
- 23 Q. to K. fourth
- 24 Q. to Q. third
- 25 B. to Q. B. third
- 26 Q. B. interposes
- 27 Q. takes R.
- 28 K. to K. second
- 29 K. to K. B. second
- 30 K. takes Q.

White.—MR. J. W.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 K. B. to Q. B. fourth
- 4 Kt. takes K. P.
- 5 P. to Q. fourth
- 6 Castles
- 7 Q. B. to K. Kt. fifth
- 8 B. takes Kt.
- 9 Kt. to K. B. seventh (a)
- 10 Q. to K. R. fifth
- 11 B. takes R. (check)
- 12 Q. takes K. B. P.
- 13 Q. to K. B. eighth (check)
- 14 Q. to K. R. third (check)
- 15 Q. to K. third
- 16 P. to Q. B. fourth
- 17 Q. P. takes Q. B. P.
- 18 Q. to Q. second
- 19 Q. takes Q. P. (check)
- 20 P. takes P.
- 21 K. to R. square
- 22 Q. takes Q. Kt. P.
- 23 Q. Kt. to B. third (e)
- 24 Q. takes R.
- 25 R. to K. B. eighth (check)
- 26 Q. Kt. to Q. Kt. fifth
- 27 Q. takes Kt. (check)
- 28 Q. to Q. sixth (check)
- 29 Q. takes Q. (check)
- 30 Kt. takes B.

And wins.

- (a) A bad move which loses a piece.
- (b) Bishop to K. B. fourth would have gained time.
- (c) Q. to K. B. third was more attacking.
- (d) Why not Pawn to Queen fifth?
- (e) And Black may as well resign.

GAME PLAYED BETWEEN MESSRS. GREEN AND WORMALD.

White.—MR. G.

- 1 P. to K. fourth
- 2 K. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. B. third
- 5 P. to Q. fourth
- 6 P. takes P.
- 7 B. to Q. second
- 8 Q. Kt. takes B.
- 9 P. takes P.
- 10 Q. to Q. Kt. third
- 11 Castles (K. R.)
- 12 K. R. to K. square
- 13 R. to K. second
- 14 R. to K. fourth
- 15 Q. R. to K. square (a)
- 16 Kt. to K. fifth
- 17 P. takes Kt. (b)
- 18 Q. to K. B. third
- 19 Q. takes Kt.
- 20 P. to K. sixth
- 21 B. takes P. (check)
- 22 R. takes B.
- 23 Q. R. to K. fourth
- 24 R. to K. square
- 25 R. to K. seventh
- 26 K. takes Q.
- 27 R. to K. eighth (check)
- 28 R. takes R. (check)
- 29 R. to K. seventh
- 30 K. to K. B. third
- 31 K. to K. third
- 32 R. to Q. B. seventh
- 33 K. to Q. third
- 34 R. to Q. B. eighth (check)
- 35 R. to Q. B. eighth

Black.—MR. W.

- 1 P. to K. fourth
- 2 Q. Kt. to B. third
- 3 B. to Q. B. fourth
- 4 K. Kt. to B. third
- 5 P. takes P.
- 6 B. checks
- 7 B. takes B. (check)
- 8 P. to Q. fourth
- 9 K. Kt. takes P.
- 10 Q. Kt. to K. second
- 11 P. to Q. B. third
- 12 Castles
- 13 K. Kt. to B. fifth
- 14 Q. Kt. to K. Kt. third
- 15 Q. to K. B. third
- 16 Kt. takes Kt.
- 17 Q. to K. Kt. fourth
- 18 Kt. takes K. Kt. P.
- 19 Q. takes Kt.
- 20 P. takes P.
- 21 B. takes B.
- 22 Q. to Q. fourth (c)
- 23 Q. to Q. eighth (check)
- 24 Q. to K. B. sixth
- 25 Q. takes Q. (check)
- 26 R. to K. B. second
- 27 R. takes R.
- 28 R. to K. B. square
- 29 R. to Q. Kt. square
- 30 P. to K. R. third
- 31 K. to K. B. square
- 32 R. to K. square (check)
- 33 R. to K. second
- 34 K. to K. B. second
- 35 P. to Q. R. third

Drawn game.

(a) Threatening to win at once by B. takes K. B. P. (check).

(b) R. takes Kt. would be stronger.

(c) Q. takes Q. Kt. P., we think might have been ventured upon.

GAME PLAYED BETWEEN MR. KNAGGS AND MR. HILLES.

White.—Mr. K.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to K. R. fourth
- 5 Kt. to K. Kt. fifth
- 6 Kt. takes K. B. P.
- 7 Q. takes P. (a)
- 8 Q. takes P. (check)
- 9 B. to Q. B. fourth (check)
- 10 B. takes B. (check)
- 11 Castles
- 12 Kt. to Q. B. third
- 13 Q. to K. B. fifth (check) (c)
- 14 Q. to K. Kt. sixth
- 15 P. to Q. fourth
- 16 Kt. to Q. fifth (check)
- 17 B. takes R. P. (e)
- 18 Q. takes B. (check)
- 19 R. to K. B. fifth (g)
- 20 Q. to K. Kt. sixth (check)
- 21 Q. to K. sixth (check)
- 22 R. to K. R. fifth (check)
- 23 R. takes R. (check)
- 24 Q. takes Kt. (check)
- 25 R. to K. B. square
- 26 Q. to K. B. fourth (check)

Black.—Mr. H.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 P. to K. Kt. fourth
- 4 P. to K. Kt. fifth
- 5 P. to K. R. third
- 6 K. takes Kt.
- 7 P. to Q. third (b)
- 8 Kt. to K. B. third
- 9 B. to K. third
- 10 K. takes B.
- 11 B. to K. Kt. second
- 12 R. to K. B. square
- 13 K. to K. second (d)
- 14 R. to K. B. second
- 15 Q. Kt. to Q. second
- 16 K. to K. B. square
- 17 B. takes B.
- 18 K. to K. Kt. square (f)
- 19 Kt. takes K. P.
- 20 R. to K. Kt. second
- 21 K. to K. R. square
- 22 R. to K. R. second
- 23 K. takes R.
- 24 K. to K. R. third
- 25 Q. to K. square.

And Black resigns.

(a) Better to have played B. to Q. B. fourth (check).

(b) Black did not avail himself of the advantage offered by his opponent's weak play, he should have played Kt. to K. B. third, when, if White had taken K. B. Pawn, he might have replied with B. to Q. third.

(c) A check given at the proper time.

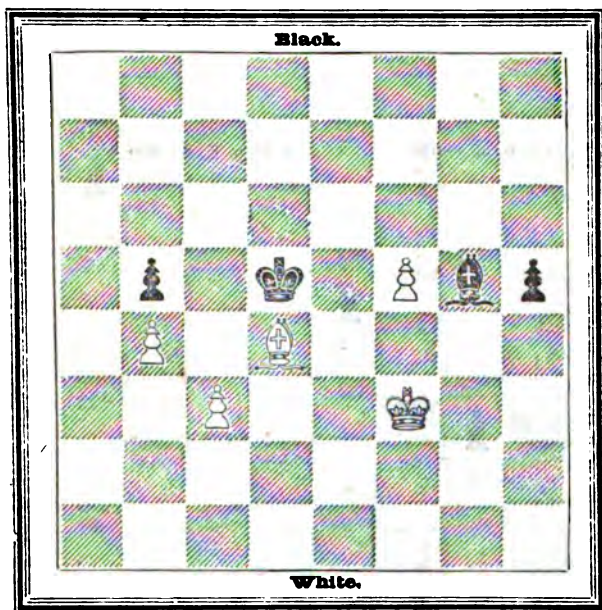
(d) K. to B. second would have been safer play.

(e) Good play; compelling Black to take B. with B., or submit to the loss of a piece.

(f) Black's game is hopeless; but K. to K. square would have been more defensive.

(g) No hope for Black after this move.

CHESS STUDY No. 20, BY KLING AND HORWITZ.



Black can draw notwithstanding White has the move.

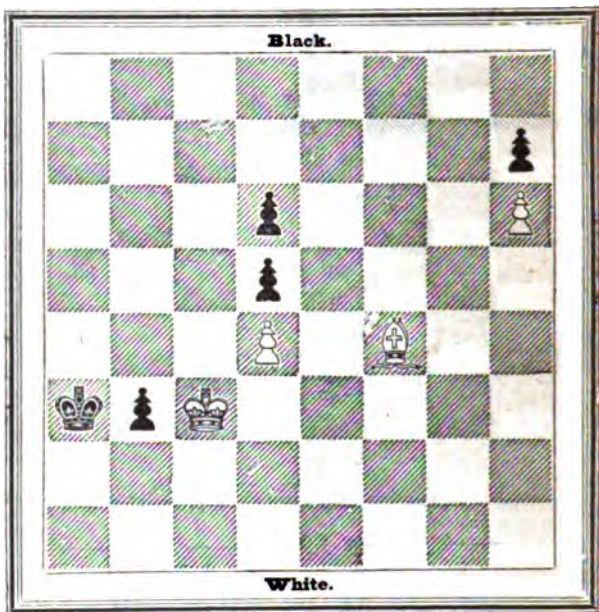
SOLUTION OF CHESS STUDY No. 14.

- | | |
|---------------------------|-----------------------|
| 1 B. to Q. R. seventh | 1 R. to Q. B. square |
| 2 B. to Q. Kt. sixth (a) | 2 R. to K. square |
| 3 B. to K. third | 3 R. to K. Kt. square |
| 4 B. to K. B. second | 4 K. to Q. Kt. fifth |
| 5 B. to K. square (check) | 5 K. to Q. R. fifth |
| 6 B. to K. B. second | 6 R. to K. R. square |
| 7 B. to K. Kt. square | 7 K. to Q. Kt. fifth |
| 8 B. to K. B. second | |

And draws.

(a) Were White now to play B. to Q. Kt. eighth, Black would win by playing K. to Q. Kt. fifth.

**CHESS STUDY NO. 21, BY A MEMBER OF THE DUBLIN
CHESS CLUB.**



White with the move can but draw.

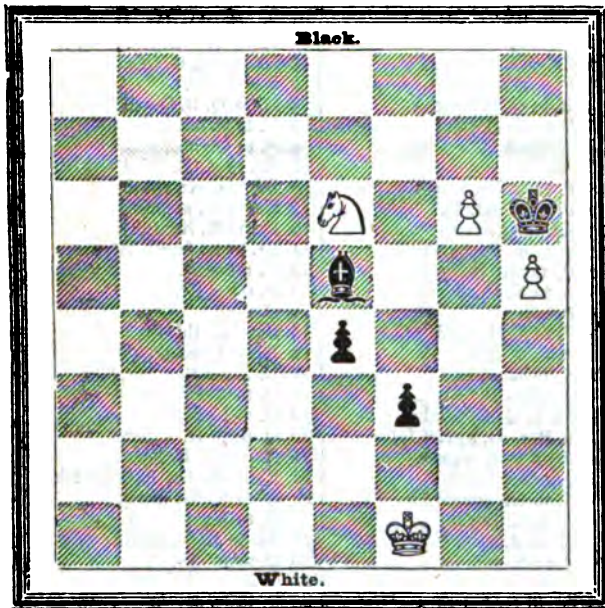
SOLUTION OF CHESS STUDY No. 15.

- 1 P. to K. Kt. sixth
- 2 P. to Kt. seventh
- 3 K. to K. B. fourth
- 4 K. to K. B. third
- 5 K. to K. Kt. second

- 1 R. takes R. P.
- 2 R. to K. R. fourth (check)
- 3 R. to K. B. fifth (check)
- 4 R. to K. R. sixth (check)

And wins.

CHESS STUDY No. 22, BY THE CAVALIER.



White to move, and draw.

SOLUTION OF CHESS STUDY No. 16.

- | | |
|----------------------|------------------------|
| 1 P. to Q. sixth | 1 P. takes B. |
| 2 P. to Q. fifth | 2 P. Queens |
| 3 B. takes Q. | 3 K. takes B. |
| 4 K. to Q. third | 4 K. to Q. Kt. seventh |
| 5 K. to Q. B. fourth | 5 K. to Q. B. seventh |
| 6 K. to Q. Kt. fifth | 6 K. to Q. B. sixth |
| 7 K. to Q. B. sixth | |

And wins.

GAME PLAYED BETWEEN MESSES. JOURNOUD AND HILLEL.

White.—Mr. J.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 P. to Q. B. third
- 6 Q. takes P.
- 7 Castles
- 8 P. to Q. Kt. fourth
- 9 P. to Q. Kt. fifth
- 10 Kt. to Q. fourth
- 11 P. to K. B. fourth
- 12 P. takes Kt.
- 13 B. to K. third
- 14 P. takes P.
- 15 P. to K. R. third
- 16 P. to Q. fifth
- 17 K. to R. square
- 18 Q. takes B.
- 19 Kt. to Q. B. third
- 20 Q. R. to Q. square (c)
- 21 K. R. to K. square
- 22 Q. to her fourth
- 23 K. to Kt. square (d)
- 24 Q. to K. third
- 25 K. to R. second
- 26 P. to K. fifth (e)
- 27 R. to Q. fourth
- 28 Kt. to K. fourth
- 29 Kt. to K. Kt. fifth
- 30 Kt. to K. B. third
- 31 Kt. takes P.
- 32 P. to K. Kt. fourth
- 33 Q. to K. Kt. third
- 34 P. to Q. R. fourth
- 35 Kt. takes Kt. (g)

Black.—Mr. H.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 P. to Q. sixth
- 6 P. to Q. third
- 7 Kt. to K. B. third
- 8 B. to Q. Kt. third
- 9 Kt. to K. second
- 10 Kt. to K. Kt. third
- 11 Kt. to K. fourth (a)
- 12 P. takes P.
- 13 P. takes Kt.
- 14 Castles.
- 15 B. to K. third
- 16 B. to Q. second (b)
- 17 B. takes B.
- 18 Q. to K. square
- 19 Q. to K. fourth
- 20 Q. R. to K. square
- 21 Kt. to K. R. fourth
- 22 Kt. to K. Kt. sixth (check)
- 23 Q. to K. Kt. fourth
- 24 Q. to K. R. fifth
- 25 Kt. to K. R. fourth
- 26 Q. takes B.
- 27 Q. to Q. B. fourth
- 28 Q. to K. second
- 29 P. to K. B. third
- 30 P. takes P.
- 31 Q. to her third
- 32 Kt. to K. B. third
- 33 B. takes Q. Kt. P.
- 34 Kt. to Q. second (f)
- 35 R. to K. B. sixth check

Resigns.

(a) Well played.

(b) Suppose

Black.

- 16
- 17 P. takes B.
- 18 P. takes P. (check)

White.

- 16 P. to Q. B. third
- 17 Q. takes Q.
- 18 R. takes B.

Winning a Pawn.

- (c) K. R. to K. square would have been better play.
- (d) On examination, it will be found that the apparently hazardous move of K. to K. R. second, would have completely turned the tables on Black.
- (e) An evident miscalculation.
- (f) Leading to a speedy termination of the game.
- (g) Clearly the worst move on the board.

GAME PLAYED BETWEEN HERR POLLMACHER AND VON DER LASA.

White.—HERR P.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 P. to Q. B. third
- 6 P. to Q. Kt. fourth
- 7 P. to Q. Kt. fifth
- 8 B. takes K. P.
- 9 P. takes P.
- 10 Castles
- 11 Q. to K. second
- 12 B. to K. fourth
- 13 Q. to Q. B. second
- 14 K. Kt. to Q. second
- 15 Kt. to Q. R. third
- 16 R. to K. square
- 17 R. takes Kt.
- 18 Kt. to K. B. third
- 19 B. to K. Kt. fifth
- 20 Q. R. to K. square
- 21 B. to K. B. fourth

Black.—V. DER L.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 P. to Q. sixth (a)
- 6 B. to Q. Kt. third
- 7 Kt. to Q. R. fourth
- 8 P. to Q. fourth
- 9 Q. takes P.
- 10 B. to K. third
- 11 Castles
- 12 Q. to Q. B. fifth
- 13 Kt. to K. B. third
- 14 Q. takes K. Kt. P.
- 15 Q. to K. fourth
- 16 Kt. takes B.
- 17 Q. to K. B. third
- 18 B. to K. B. fourth
- 19 Q. to K. Kt. third
- 20 P. to K. B. third
- 21 K. R. to K. square

White resigns.

(a) The usual move here is Kt. to K. B. third, but the game can also be defended by pushing Pawn.

GAME PLAYED BETWEEN MESSRS. JOURNOUD AND HILLEL.

White.—Mr. J.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 P. to Q. B. third
- 6 Q. takes P.
- 7 Castles
- 8 P. to Q. Kt. fourth
- 9 P. to Q. Kt. fifth
- 10 Kt. to Q. fourth
- 11 P. to K. B. fourth
- 12 P. takes Kt.
- 13 B. to K. third
- 14 P. takes P.
- 15 P. to K. R. third
- 16 P. to Q. fifth
- 17 K. to R. square
- 18 Q. takes B.
- 19 Kt. to Q. B. third
- 20 Q. R. to Q. square (c)
- 21 K. R. to K. square
- 22 Q. to her fourth
- 23 K. to Kt. square (d)
- 24 Q. to K. third
- 25 K. to R. second
- 26 P. to K. fifth (e)
- 27 R. to Q. fourth
- 28 Kt. to K. fourth
- 29 Kt. to K. Kt. fifth
- 30 Kt. to K. B. third
- 31 Kt. takes P.
- 32 P. to K. Kt. fourth
- 33 Q. to K. Kt. third
- 34 P. to Q. R. fourth
- 35 Kt. takes Kt. (g)

Black.—Mr. H.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 P. to Q. sixth
- 6 P. to Q. third
- 7 Kt. to K. B. third
- 8 B. to Q. Kt. third
- 9 Kt. to K. second
- 10 Kt. to K. Kt. third
- 11 Kt. to K. fourth (a)
- 12 P. takes P.
- 13 P. takes Kt.
- 14 Castles.
- 15 B. to K. third
- 16 B. to Q. second (b)
- 17 B. takes B.
- 18 Q. to K. square
- 19 Q. to K. fourth
- 20 Q. R. to K. square
- 21 Kt. to K. R. fourth
- 22 Kt. to K. Kt. sixth (check)
- 23 Q. to K. Kt. fourth
- 24 Q. to K. R. fifth
- 25 Kt. to K. R. fourth
- 26 Q. takes B.
- 27 Q. to Q. B. fourth
- 28 Q. to K. second
- 29 P. to K. B. third
- 30 P. takes P.
- 31 Q. to her third
- 32 Kt. to K. B. third
- 33 B. takes Q. Kt. P.
- 34 Kt. to Q. second (f)
- 35 B. to K. B. sixth check

Resigns.

(a) Well played.

(b) Suppose

Black.

- 16
- 17 P. takes B.
- 18 P. takes P. (check)

White.

- 16 P. to Q. B. third
- 17 Q. takes Q.
- 18 R. takes B.

Winning a Pawn.

- (c) K. R. to K. square would have been better play.
 (d) On examination, it will be found that the apparently hazardous move of K. to K. R. second, would have completely turned the tables on Black.
 (e) An evident miscalculation.
 (f) Leading to a speedy termination of the game.
 (g) Clearly the worst move on the board.

GAME PLAYED BETWEEN HERR POLLMACHER AND VON DER LASA.

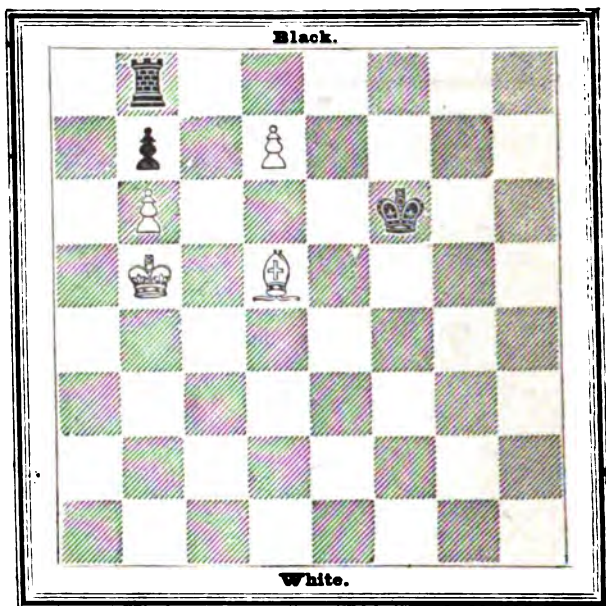
White.—HERR. P.*Black.*—V. DER L.

- | | |
|------------------------|-----------------------|
| 1 P. to K. fourth | 1 P. to K. fourth |
| 2 Kt. to K. B. third | 2 Kt. to Q. B. third |
| 3 P. to Q. fourth | 3 P. takes P. |
| 4 B. to Q. B. fourth | 4 B. to Q. B. fourth |
| 5 P. to Q. B. third | 5 P. to Q. sixth (a) |
| 6 P. to Q. Kt. fourth | 6 B. to Q. Kt. third |
| 7 P. to Q. Kt. fifth | 7 Kt. to Q. R. fourth |
| 8 B. takes K. P. | 8 P. to Q. fourth |
| 9 P. takes P. | 9 Q. takes P. |
| 10 Castles | 10 B. to K. third |
| 11 Q. to K. second | 11 Castles |
| 12 B. to K. fourth | 12 Q. to Q. B. fifth |
| 13 Q. to Q. B. second | 13 Kt. to K. B. third |
| 14 K. Kt. to Q. second | 14 Q. takes K. Kt. P. |
| 15 Kt. to Q. R. third | 15 Q. to K. fourth |
| 16 R. to K. square | 16 Kt. takes B. |
| 17 R. takes Kt. | 17 Q. to K. B. third |
| 18 Kt. to K. B. third | 18 B. to K. B. fourth |
| 19 B. to K. Kt. fifth | 19 Q. to K. Kt. third |
| 20 Q. B. to K. square | 20 P. to K. B. third |
| 21 B. to K. B. fourth | 21 K. R. to K. square |

White resigns.

(a) The usual move here is Kt. to K. B. third, but the game can also be defended by pushing Pawn.

CHESS STUDY No. 23, BY PUNCHINELLO.



White to move, and win.

SOLUTION OF PROBLEM No. 12.

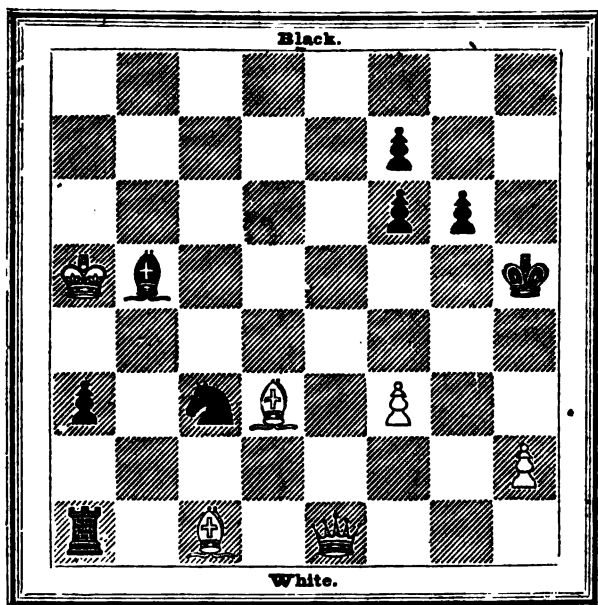
- | | |
|--|--|
| <p>1 Q. to K. R. eighth
 2 P. Queens
 3 Kt. to B. 7th, R. to Q. 6th
 or Q. to B. fifth, (double
 check, and mate.)</p> | <p>1 R. takes Q. (best) or A
 2 Anything</p> |
|--|--|

A

- | | |
|---|---|
| <p>2 Q. to Kt. eighth (check)
 3 R. to Q. sixth</p> | <p>1 R. to K. Kt. eighth
 2 Q. takes Q.</p> |
|---|---|

Mate.

PROBLEM No. 19, A REMARKABLY CLEVER PIECE OF CHESS
STRATEGY, BY H. TURTON, ESQ.



White to move, and mate in five moves.

SOLUTION OF PROBLEM No. 13.

- 1 R. to Q. R. eighth (check)
- 2 Q. B. checks
- 3 P. mates

- 1 K. takes Kt.
- 2 K. moves

GAME PLAYED BETWEEN MR. HILLEL AND HERR BECK, THE
FORMER GIVING PAWS AND TWO MOVES.

White.—HERR B.

Black.—MR. H.

1 P. to K. fourth
2 P. to Q. fourth
3 P. to Q. fifth
4 P. to K. B. fourth
5 P. to K. fifth
6 P. to Q. B. fourth
7 Kt. to Q. B. third
8 Q. to Q. third
9 B. to K. third
10 Q. takes B.
11 Q. to Q. third
12 P. takes K. P.
13 Kt. to K. B. third (a)
14 P. to K. Kt. fourth
15 P. to K. B. fifth
16 Q. takes Kt.
17 Q. to K. R. third
18 R. to Q. square
19 P. to K. sixth
20 R. to K. Kt. square
21 Q. to K. Kt. third
22 P. to Q. R. third
23 P. takes P.
24 P. to K. R. fourth
25 Kt. to Q. fifth
26 R. takes B.
27 P. to Q. R. fourth
28 Q. to K. B. second
29 B. to K. second
30 P. to K. Kt. fifth
31 R. to Q. square (b)
32 B. takes R.

1
2 Kt. to Q. B. third
3 Kt. to K. fourth
4 Kt. to K. B. second
5 P. to K. third
6 B. to Q. B. fourth
7 P. to Q. R. third
8 K. Kt. to K. second
9 B. takes B.
10 K. Kt. to K. B. fourth
11 P. to Q. third
12 B. takes P.
13 Castles
14 Kt. to K. R. fifth
15 Kt. takes Kt. (check)
16 Kt. to K. R. third
17 B. to Q. second
18 Q. to K. second
19 B. to Q. B. third
20 Q. to K. Kt. fourth
21 P. to Q. Kt. fourth
22 R. to Q. Kt. square
23 P. takes P.
24 Q. to K. second
25 B. takes Kt.
26 P. to Q. Kt. fifth
27 P. to Q. Kt. sixth
28 R. to Q. Kt. fifth
29 R. takes Q. R. P.
30 R. to Q. R. eighth (check)
31 R. takes R. (check)
32 R. takes K. B. P.

White resigns. (c)

(a) At last! There was absolutely no other reasonable move on the board; or, perhaps, White would still have persevered in his unaccountable determination not to bring out his pieces on the King's side.

(b) An unfortunate slip. Up to this point, White had managed to obtain a pretty good game, in spite of his dilatory movements at the commencement. Undoubtedly the correct play was now to interpose the Bishop.

(c) White might still have rendered the game very interesting,

and have held out for a considerable time by taking the Kt. with Pawn; but, with careful play on Black's part, the game could not have been saved. The variations arising from the suggested mode of play will be found well worthy of examination.

GAME PLAYED BETWEEN GRAF VITTHUM AND VON DER LASE.

White.—Graf V.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. to Q. fourth
- 4 B. to Q. B. fourth
- 5 Kt. to K. Kt. fifth
- 6 Q. to K. R. fifth
- 7 P. to K. B. fourth
- 8 Castles
- 9 B. to Q. third
- 10 P. to K. R. third
- 11 Q. to K. B. third
- 12 B. to Q. second
- 13 P. to Q. Kt. fourth
- 14 P. to Q. Kt. fifth
- 15 P. to K. fifth
- 16 P. takes P.
- 17 Kt. takes K. B.
- 18 P. to K. sixth
- 19 B. to K. B. fourth
- 20 Kt. to Q. second
- 21 B. to Q. B. fourth
- 22 Q. to Q. Kt. third
- 23 Q. R. to K. square
- 24 Kt. to K. fourth
- 25 B. takes Kt.
- 26 R. to K. fifth
- 27 K. to R. second
- 28 B. to K. Kt. third
- 29 B. takes B.
- 30 Q. takes Q.
- 31 R. to Q. B. fifth
- 32 P. takes P.
- 33 R. takes Kt.
- 34 R. takes Q. B. P.
- 35 B. to K. fifth

Black.—Von der L.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. takes P.
- 4 B. to Q. B. fourth
- 5 Kt. to K. R. third
- 6 Q. to K. second
- 7 P. to Q. third
- 8 Kt. to Q. R. fourth
- 9 Kt. to K. Kt. fifth
- 10 Kt. to K. B. third
- 11 P. to K. R. third
- 12 Kt. to Q. B. third
- 13 B. to Q. Kt. third
- 14 Kt. to Q. square
- 15 P. takes P.
- 16 Kt. to Q. second
- 17 Kt. takes Kt.
- 18 Q. takes P.
- 19 Kt. to K. B. third
- 20 Castles
- 21 Q. to K. B. fourth
- 22 Q. to K. R. fourth
- 23 K. to R. square
- 24 Kt. takes Kt.
- 25 Kt. to Q. third
- 26 P. to Q. sixth (dis. check)
- 27 Q. to K. R. fifth
- 28 B. to K. Kt. eighth (check)
- 29 Q. takes K. B.
- 30 Kt. takes Q.
- 31 Kt. to K. sixth
- 32 Kt. to B. eighth (check)
- 33 R. takes R.
- 34 B. to K. third
- 35 B. to K. B. second

White resigns.

GAME PLAYED BETWEEN MESSRS. ZYTOGORSKI AND HELLEL.

White.—Mr. Z.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 Castles
- 5 P. to Q. Kt. fourth
- 6 P. to Q. B. third
- 7 P. to Q. fourth
- 8 Kt. takes P.
- 9 Kt. takes K. B. P. (a)
- 10 B. takes R. (check)
- 11 Q. to K. R. fifth (check) (b)
- 12 Q. takes P.
- 13 Q. to K. Kt. sixth
- 14 P. to K. B. fourth
- 15 Q. to K. Kt. fifth
- 16 P. Q. R. fourth
- 17 Kt. to Q. second
- 18 R. to K. square
- 19 K. to B. square
- 20 B. to Q. Kt. second
- 21 K. to K. Kt. square
- 22 Q. takes Q.
- 23 P. to K. R. third
- 24 P. to K. Kt. third
- 25 K. to K. R. second (c)
- 26 P. to Q. B. fourth
- 27 R. takes B. (d)
- 28 P. to K. B. fifth (check)
- 29 R. to K. square
- 30 K. to Kt. second
- 31 R. to K. seventh
- 32 Kt. to K. B. third
- 33 P. to Q. B. fifth
- 34 P. to Q. fifth
- 35 Kt. to K. R. fourth (check)
- 36 Kt. to K. B. third
- 37 Kt. to K. Kt. fifth (check)
- 38 P. to K. R. fourth
- 39 R. to Q. seventh
- 40 K. to K. B. third
- 41 B. to Q. B. third
- 42 P. to K. Kt. fourth
- 43 B. takes Kt.

Black.—Mr. H.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 Kt. to K. B. third
- 5 B. takes P.
- 6 B. to Q. R. fourth
- 7 Castles
- 8 Kt. takes K. P.
- 9 R. takes Kt.
- 10 K. takes B.
- 11 K. to K. B. square
- 12 Kt. to K. B. third
- 13 P. to Q. third
- 14 Q. Kt. to K. second
- 15 B. to Q. Kt. third
- 16 P. to Q. R. fourth
- 17 B. to K. third
- 18 B. to Q. fourth
- 19 Q. to Q. second
- 20 Q. to K. Kt. fifth
- 21 Kt. to K. Kt. third
- 22 Kt. takes Q.
- 23 Kt. to K. B. third
- 24 K. to K. B. second
- 25 R. to K. R. square
- 26 B. to K. third
- 27 K. takes R.
- 28 K. takes P.
- 29 Q. Kt. to K. B. square
- 30 K. to K. Kt. third
- 31 Q. Kt. to R. second
- 32 Kt. to K. square (e)
- 33 P. takes P.
- 34 Q. Kt. to K. B. third
- 35 K. to K. R. second
- 36 R. to K. B. square
- 37 K. to K. Kt. square
- 38 Q. Kt. takes P.
- 39 Kt. to K. sixth (check)
- 40 Kt. to Q. B. fifth
- 41 Q. Kt. to Q. third
- 42 Kt. to K. B. third
- 43 R. takes B.

White—Mr. Z.

- 44 R. to Q. eighth (check)
 45 R. to Q. seventh
 46 P. to K. R. fifth
 47 K. to K. R. fourth

Black—Mr. H.

- 44 R. to K. B. square
 45 R. to K. square
 46 P. to Q. B. fifth
 77 P. to Q. B. sixth

White resigns.

(a) Not so sound as daring.

(b) White, by playing P. to Q. fifth, might have formed a strong attack.

(c) He should have pushed Queen's Bishop's Pawn; if then Black had played Bishop to K.'s third, White might have moved K. to Kt's second with advantage.

(d) The last effort of White to keep up the attack.

(e) R. to K.'s square would have shortened the contest.

GAME PLAYED BETWEEN T. A. WORRELL, ESQ., AND HERR KLING.

White.—Mr. W.

- 1 P. to K. fourth
 2 Kt. to K. B. third
 3 B. to Q. Kt. fifth
 4 Castles
 5 B. takes Kt.
 6 P. to Q. B. third
 7 P. to Q. fourth
 8 P. takes P.
 9 B. to K. Kt. fifth
 10 Kt. to Q. B. third
 11 B. to K. third
 12 Q. R. to Q. B. square
 13 Q. to Q. second
 14 Kt. to K. square
 15 P. to K. R. third
 16 P. to K. B. fourth
 17 P. to K. fifth
 18 P. to Q. R. third
 19 P. to Q. Kt. fourth
 20 R. takes Kt.
 21 Kt. to K. B. third
 22 Q. to Q. third
 23 K. to K. R. second
 24 P. takes P.
 25 P. takes P. (d)
 26 Kt. to K. Kt. fifth
 27 R. takes Q.

Black.—Mr. K.

- 1 P. to K. fourth
 2 Kt. to Q. B. third
 3 Q. to K. B. third (a)
 4 B. to Q. B. fourth
 5 Q. P. takes B.
 6 Kt. to K. second
 7 P. takes P.
 8 B. to Q. Kt. third
 9 Q. to K. third
 10 P. to K. B. third
 11 Castles
 12 Q. to K. B. second
 13 B. to K. Kt. fifth (b)
 14 Q. R. to Q. square
 15 B. to K. R. fourth
 16 P. to K. B. fourth
 17 B. to Q. R. fourth
 18 Kt. to Q. fourth
 19 Kt. takes Kt.
 20 B. to Q. Kt. third
 21 P. to K. R. third
 22 R. to Q. fourth
 23 P. to K. Kt. fourth (c)
 24 P. to K. B. fifth
 25 P. takes B.
 26 B. to K. Kt. third
 27 B. takes Q.

<i>White</i> —Mr. W.	<i>Black</i> —Mr. K.
28 R. to K. Kt. seventh (check)	28 K. to R. square
29 R. takes B.	29 B. takes P.
30 R. takes B.	30 R. takes R.
31 P. to K. sixth	

And Black resigns.

(a) An old style of defence, but which later analyses have proved to be weak.

(b) Losing time; he should have played B. to Q. second, or third.

(c) Hazardous—exposing King.

(d) A well calculated move, showing remarkable Chess power in so young a player.

GAME PLAYED BETWEEN MESSRS. BROWN AND DYSON.

(*Scotch Gambit.*)

<i>White</i> .—Mr. DYSON.	<i>Black</i> .—Mr. BROWN.
1 P. to K. fourth	1 P. to K. fourth
2 Kt. to K. B. third	2 Kt. to Q. B. third
3 P. to Q. fourth	3 P. takes P.
4 B. to Q. B. fourth	4 B. to Q. B. fourth
5 P. to Q. B. third	5 P. takes P.
6 B. takes K. B. P. (check)	6 K. takes B.
7 Q. to Q. fifth (check)	7 K. to K. square
8 Q. takes B.	8 P. takes P.
9 B. takes P.	9 Kt. to K. B. third
10 P. to K. fifth	10 P. to Q. Kt. third (a)
11 Q. to Q. B. fourth	11 Kt. to K. B. fourth
12 Q. to K. Kt. fourth	12 P. to K. Kt. third
13 Castles	13 P. to Q. fourth
14 P. to K. sixth	14 R. to K. B. square
15 Q. to Q. R. fourth	15 B. to Q. Kt. second
16 P. to K. seventh	16 K. takes P.
17 B. to Q. R. third (check)	17 K. to B. second
18 B. takes R.	18 K. takes B.
19 Kt. to Q. B. third	19 Kt. to K. second
20 Kt. to Q. fourth	20 Q. to Q. third
21 K. R. to K. square	21 Kt. to K. Kt. second
22 Q. to Q. square	22 P. to Q. B. third

White.—Mr. DYSON.

- 23 Q. to K. Kt. fourth
- 24 Q. to K. B. third (check)
- 25 R. takes Kt. (b)
- 26 Kt. takes P. (check)
- 27 Kt. takes B.
- 28 R. to Q. square (c)
- 29 Kt. takes Q. Kt. P.
- 30 Q. takes R. (check)
- 31 R. to Q. seventh (check)
- 32 Q. to K. eighth (check)
- 33 Q. to K. B. seventh (check)
- 34 P. to K. R. fourth (check)
- 35 Q. takes R. P. (check)
- 36 R. takes Q. B. P.
- 37 K. to R. second
- 38 R. to Q. B. sixth
- 39 Q. to K. seventh (check)
- 40 R. to Q. B. fifth (check)
- 41 Q. to K. R. seventh (check)
- 42 P. to K. B. fourth (check)
- 43 Q. takes P.
- 44 Q. to Q. sixth (check)
- 45 R. to K. fifth (check)
- 46 R. to Q. fifth
- 47 Q. to K. Kt. third (check)
- 48 K. takes Q.
- 49 R. to Q. R. fifth
- 50 K. to R. second

Black.—Mr. BROWN.

- 23 B. to Q. B. square
- 24 B. to K. B. fourth
- 25 K. takes R.
- 26 K. to Q. second
- 27 Kt. takes Kt.
- 28 K. to K. square
- 29 Q. takes Kt.
- 30 K. to B. second
- 31 K. to K. third
- 32 K. to B. third
- 33 K. to Kt. fourth
- 34 K. takes P.
- 35 K. to Kt. fourth
- 36 Q. to Q. Kt. eighth (check)
- 37 Q. takes Q. R. P.
- 38 Kt. to K. R. fifth
- 39 K. to R. fourth
- 40 Kt. to K. B. fourth
- 41 K. to Kt. fourth
- 42 K. takes P.
- 43 Kt. to Q. fifth
- 44 K. to K. sixth
- 45 K. to Q. sixth
- 46 Q. to K. B. seventh (d)
- 47 Q. takes Q. (check)
- 48 K. to K. sixth
- 49 Kt. to K. seventh (check)

Black resigns.

(a) It would perhaps have been better to play P. to Q. third.

(b) Well conceived.

(c) White is in no hurry to take the Pawn, and wisely prefers to strengthen his position before doing so.

(d) Q. to Q. R. eighth would not have saved the game.

GAME PLAYED BETWEEN MESSRS. JOURNOUD AND
MONGREDIEN.

Black.—Mr. J.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. B. third
- 5 P. to Q. fourth
- 6 P. takes P.
- 7 P. to K. R. third
- 8 Kt. to Q. B. third
- 9 Castles
- 10 B. to K. B. fourth
- 11 Kt. takes Kt.
- 12 B. takes Q. P.
- 13 Kt. to Q. B. third
- 14 B. to K. third
- 15 P. to Q. fifth
- 16 B. takes B.
- 17 Q. to Q. Kt. third
- 18 K. to R. K. square
- 19 Q. R. to Q. square
- 20 Kt. takes P.
- 21 R. takes Kt.
- 22 Q. R. to K. fifth
- 23 R. to K. seventh
- 24 Kt. to Q. second
- 25 Kt. to Q. Kt. square (a)
- 26 Kt. to Q. B. third (b)
- 27 P. to K. Kt. third
- 28 Kt. to Q. fifth
- 29 Q. R. to K. fifth (c)
- 30 Q. takes P.
- 31 Kt. to K. seventh
- 32 Q. takes P.
- 33 K. to R. second
- 34 K. to K. Kt. square
- 35 Q. to Q. B. sixth
- 36 Q. to Q. Kt. sixth
- 37 Q. to K. third

White.—Mr. M.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. third
- 5 P. takes P.
- 6 B. to Q. Kt. third
- 7 Kt. to K. B. third
- 8 Castles
- 9 P. to K. R. third
- 10 Kt. takes K. P.
- 11 P. to Q. fourth
- 12 Q. takes B.
- 13 Q. to Q. square
- 14 P. to K. B. fourth
- 15 Kt. to K. second
- 16 R. P. takes B.
- 17 K. to K. R. second
- 18 P. to Q. B. third
- 19 P. takes P.
- 20 Kt. takes Kt.
- 21 Q. to K. B. third
- 22 R. to Q. R. fourth
- 23 R. to Q. B. fourth
- 24 P. to Q. Kt. fourth
- 25 P. to K. B. fifth
- 26 P. to K. B. sixth
- 27 B. takes P.
- 28 Q. to K. Kt. third
- 29 R. to Q. B. fifth
- 30 R. to Q. B. seventh
- 31 Q. to Q. third
- 32 R. to Q. B. fifth
- 33 B. to K. Kt. seventh
- 34 Q. to Q. seventh
- 35 R. to K. Kt. fifth
- 36 R. takes P. (d)
- 37 R. to K. R. sixth (e)

And Black resigns.

(a) Black by this move gives White the opportunity of making an attack on the King's side.

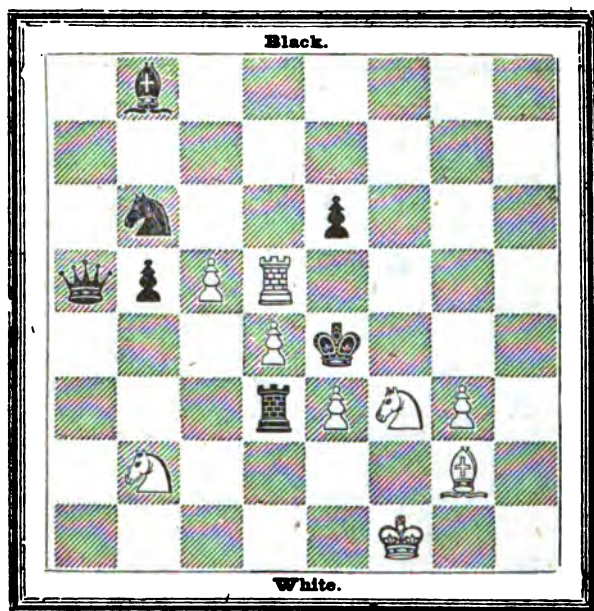
(b) Knight to Queen's second would have prevented White from pushing Pawn to Bishop's sixth with advantage.

(c) The only good move.

(d) Played in masterly style.

(e) And the game can no longer be saved.

PROBLEM NO. 22, BY SILAS ANGAS, ESQ.



White to move, and mate in three moves.

SOLUTION OF PROBLEM NO. 16.

Solution in three moves.

White.

- 1 B. to K. B. square
- 2 B. to Q. Kt. fifth
- 3 Queen mates

Black.

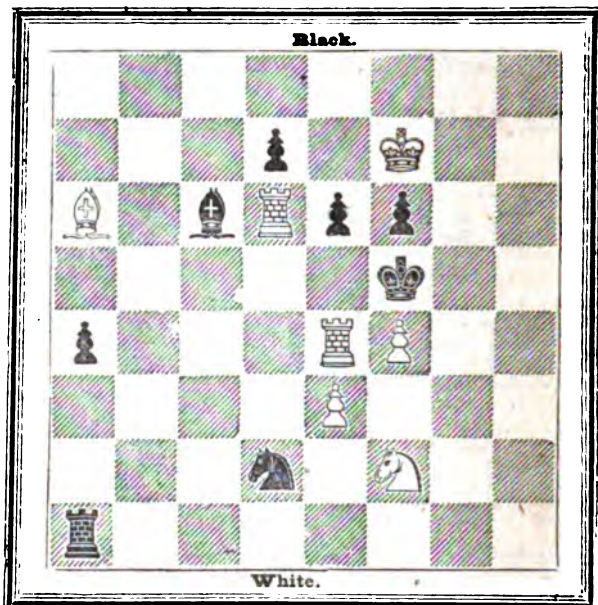
- 1 K. moves
- 2 K. moves

Solution in seven moves.

- 1 K. to K. B. sixth
- 2 K. to K. Kt. fifth
- 3 B. to K. B. fifth
- 4 K. to K. B. sixth
- 5 B. to Q. third
- 6 B. to Q. Kt. fifth
- 7 Q. to K. fifth (mate)

- 1 K. to K. fifth (best)
- 2 K. to Q. fourth
- 3 K. to Q. third
- 4 K. to Q. fourth
- 5 K. to Q. third
- 6 K. to Q. fourth

PROBLEM No. 23, BY T. A. WORRELL, ESQ.



White to move, and mate in four moves.

SOLUTION OF PROBLEM No. 17.

- | | |
|--------------------------------|--------------------------|
| 1 Kt. to K. B. seventh (check) | 1 K. to Kt. square |
| 2 Kt. takes P. (dis. check) | 2 K. to R. square (best) |
| 3 Q. to K. R. sixth | 3 Any move |
| 4 Kt. or B mates | |

FIRST GAME IN THE MATCH BETWEEN MESSRS. LOWENTHAL AND HARRWITZ.

White.—Mr. L.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 P. to Q. Kt. fourth (a)
- 5 P. to Q. B. third
- 6 B. to Q. B. fourth
- 7 P. to Q. fourth
- 8 P. takes P.
- 9 Castles
- 10 B. to Q. Kt. second
- 11 R. takes B.
- 12 K. to K. R. square
- 13 P. to Q. fifth
- 14 B. to Q. third
- 15 Q. to K. square
- 16 Kt. to Q. second
- 17 Q. to K. Kt. third
- 18 P. takes P.
- 19 Kt. to Q. Kt. third
- 20 Q. R. to K. B. square
- 21 P. to K. R. third
- 22 Q. to K. R. fourth
- 23 P. to K. fifth
- 24 P. takes P. (c)
- 25 P. to K. Kt. fourth
- 26 Q. to K. B. second (d)
- 27 Q. to K. Kt. second
- 28 R. takes R.
- 29 B. to K. B. square.
- 30 R. to K. B. fifth
- 31 Q. to K. Kt. third
- 32 Kt. to Q. second
- 33 R. to K. B. third
- 34 K. to Kt. second
- 35 Q. takes Kt.
- 36 B. to Q. B. fourth
- 37 Q. to Q. fifth
- 38 Q. takes Q. Kt. P.
- 39 Q. takes Q.
- 40 Kt. to K. B. third
- 41 B. to Q. R. third
- 42 B. to Q. fifth
- 43 B. to K. fourth
- 44 B. takes Kt.
- 45 K. to B. square
- 46 Kt. takes P.

Black.—Mr. H.

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 P. to Q. third
- 4 B. takes Q. Kt. P.
- 5 B. to Q. B. fourth
- 6 Kt. to Q. B. third
- 7 P. takes Q. P.
- 8 B. to Q. Kt. third
- 9 B. to K. Kt. fifth
- 10 B. takes Kt.
- 11 Kt. to K. B. third
- 12 Castles (b)
- 13 Kt. to Q. R. fourth
- 14 Kt. to K. Kt. fifth
- 15 P. to K. B. third
- 16 P. to Q. B. third
- 17 Q. to Q. second
- 18 Q. Kt. takes P.
- 19 Q. R. to K. square
- 20 K. to R. square
- 21 Kt. to K. R. third
- 22 P. to Q. fourth
- 23 P. to Q. fifth
- 24 R. takes P.
- 25 Q. to Q. fourth
- 26 R. takes P.
- 27 R. takes R.
- 28 R. to K. eighth (check)
- 29 Kt. to K. B. second (e)
- 30 Q. to K. third
- 31 K. to Kt. square
- 32 P. to K. Kt. third
- 33 Kt. to K. Kt. fourth
- 34 Kt. takes R.
- 35 K. to Kt. second
- 36 Q. to K. B. third
- 37 Kt. to K. second
- 38 Q. to Q. B. third (check)
- 39 Kt. takes Q.
- 40 R. to Q. Kt. eighth
- 41 B. to Q. R. fourth
- 42 Kt. to Q. Kt. fifth
- 43 R. to Q. R. eighth
- 44 R. takes P. (check)
- 45 B. takes B.
- 46 K. to B. third

<i>White.</i> —Mr. L.	<i>Black.</i> —Mr. H.
47 Kt. to Q. B. second	47 B. to Q. B. fourth
48 K. to Kt. second	48 K. to K. fourth
49 K. to B. third	49 P. to Q. R. fourth
50 P. to K. R. fourth	50 P. to Q. R. fifth
51 P. to K. R. fifth	51 P. takes P.
52 P. takes P.	52 P. to Q. B. sixth

White resigns.

(a) This new mode of carrying on the attack leads to an interesting game, and we think it perfectly sound.

(b) He could not have taken King's Pawn with safety.

(c) White should have played Bishop to Q. R. third, compelling Black to play Kt. to K. second, and White would then have had a fine game by pushing Pawn to K. B. fifth.

(d) A great oversight, which costs White the game. He should have played Queen to K. Kt. third, threatening to play Queen to K. Kt. second. His twenty-seventh move came too late.

(e) A masterly move.

NOTICES TO CORRESPONDENTS.

S. S.—Mr. Staunton has departed for a few weeks' tour on the continent, where it is highly probable that he will have an opportunity of measuring his strength with Von der Lase and other players of note. A letter addressed to him at the Office of the "Illustrated London News" will, no doubt, be forwarded to him.

B. A. (Nantwich).—We cannot say; but we think it not unlikely that the contemplated match between Messrs. Staunton and Harrwitz will take place some little time after the termination of the contest between Messrs. Harrwitz and Lowenthal.

GOBEMOUCHÉ.—We addressed a private letter to you a short time back. Did it reach you?

A JUVENILE.—The Rook in Castling cannot check as it passes to its place; but it can check when you finally quit hold of it, either on the K. B. or Queen's square, as the case may be.

LETTERS

ON THE

HISTORY & LITERATURE OF CHESS.

LETTER IV.

(To the Editor of "The Chess Player.")

SIR,—The popularity of Chess, and the esteem in which it has always been held amongst every thoughtful and civilized people, is a striking circumstance, and one which speaks much in its favour. There is, however, in the game of Chess, such ingenuity of design, finish of construction, such fascinating interest, and endless variety of combination, as must excite the highest admiration in every reflective mind. Since the epoch of the renewing of the cultivation of the arts and sciences, the brain of man, as regards calculations of skill, has produced nothing which comes even at all near to the game of Chess. It has now been reduced to such regularity and systematic perfection, as will render it always a staple subject of scientific study.

Essentially the game of the East, it would seem born of Oriental corporeal indolence and mental activity. The partiality of the Eastern nations for Chess is as great as might be imagined, indulging at once their love of bodily repose and restlessness of imagination. But it is not less popular in the West than over the East. The Europeans, richer both in physical and mental energy than the Asiatics, have raised this magnificent game to a much higher standing than it ever reached in the land of its birth. Its spirit has been seized with enthusiasm; and by the penetrating industry of European intellect, the practice of the game has been so far systematized and brought to mathematical accuracy as may well entitle it to take rank among the sciences.

I propose now, sir, to take a survey of the comparative progress of Chess in the various countries of the earth, especially those of Europe; and then to investigate the period of its introduction into Europe; inquiring, meanwhile, into every historical mention of the game which may be worthy of note.

National character will, in some measure, account for the different average degrees of skill attained by the nation-lovers of Chess.

On its introduction into Europe, about the eighth or ninth century, the Italians took the lead. Tasteful, imaginative, and philosophical, that people for some time furnished decidedly the most skilful players in Europe. There are still many excellent players in the south of Europe; and though the Chess champions of Italy are little known to us now, there are said to be practitioners of high skill in Rome, as also at Florence, and at romantic Modena, once the Chess metropolis of the world.

In the exhibition of early Chess ability, Spain was not long behind Italy. But it is now ages since the fine arts flourished in that unfortunate land, and in present days, we hear nothing of the Chess-players of Spain.

The French, chivalrous, quick, and energetic, have always numbered many players, though until modern times, they produced none like the powers of Italy and Spain. More recently, however, France can boast of having, through four successive generations, given to the world its Chess-King, in the persons of Legalle, Philidor, Deschappelles, and the late La Bourdonnais. Although the profound and sedate game of Chess seems little suited to the sanguine and excitable nature of the French as a nation, they are too ambitious and too emulous ever to be without heroes in the mimic war. They now have to boast of several players of considerable strength; although they are on the whole, as might be expected, inferior to the Germans and the English.

For the Germans, Chess appears especially adapted. Sedentary and imaginative, ingenious, cautious, and profound, they possess more fine players than are to be found in any other country in Europe. Their treatises are the most numerous and complete in the world; excellent alike for the fertility and the accuracy of their analyses. The flourishing state of Chess in Germany is pretty generally known, and this is not the place to particularize their first-rate players, some of whom are familiar to us all—at least by name.

In the north of Europe, Chess would appear to be well cultivated; for there are, if I mistake not, strongholds at Hamburg, Frankfort, Breslau, Berlin, Leipsic, Vienna, Amsterdam, Antwerp, Leyden, Pesth, Copenhagen, and other scattered cities and towns too numerous to specify.

In mentioning national ability and inclination for Chess, I must not omit to pay a tribute of respect to the Russians, whose popular quickness of apprehension and general abilities are certainly of a very high order. Their general partiality for, and skill in Chess, reflects no little credit on their mental habitude. From the accounts of travellers among the Russians, Chess long has been, and continues to be, a very favourite diversion with all classes. In Coxe's *Travels in Russia*, he tells us that it was there so popular, that in Moscow he "seldom entered any assembly,

but he saw parties engaged at Chess, and that he constantly observed shopkeepers diverting themselves with it at their doors." Petersburg is as famous for Chess as is Moscow, and possesses some players of the highest order of skill.

With some pride we may turn to England.

All lovers of the game are acquainted with the names of the leading English players, and every one must have observed how fast the number of our good players is increasing.

In Chess, as in almost every department of ingenious or useful science, the national intellectual turn of mind, and strong powers of the English rank high. In almost all of our considerable towns, there are one or two Chess-Clubs, where the sacred fire is kept continually burning.

Along with the general progress of scientific knowledge, indeed, in every direction, the esteem for Chess keeps pace.

Of the history of Chess in the East we are not possessed of many particulars. How early comparative eminence in the art of play was attained in Oriental countries, one cannot ascertain. The supposed date of its origin, that is, about four centuries after Christ, is correct enough for all purposes; and an error of one or two hundred years, on either side, would be of no consequence in its history.

As we have seen, authorities are not agreed as to the place or the date of its origin. We cannot settle the rival claims of the Indians and the Chinese, both of whom make pretensions to an antiquity which may be a good deal exaggerated. Yet its early prevalence and popularity are unquestionable. In Thibet, and among the Birmans, Chess is in high estimation. The latter people believe it to be very ancient, and say that it is authorised by their sacred writings, though every game of chance is forbidden.

I ought not to omit here to mention that a very learned pamphlet was written two or three years ago, by N. Bland, Esq., M.R.A.S., on the Persian origin of Chess.* The author labours with much erudition to prove that the game of Chess was a Persian invention; but the attempt, although maintained with the utmost ingenuity and learning, seems to prove a failure, and to establish only the claim of the Persians to an early knowledge of, and partiality for, the game.

Mr. Bland's publication, indeed, contains a great deal of the Persian history and literature of Chess, and some Persic Chess etymology, all of which is highly curious and interesting.

In a number of the "Chess Player's Chronicle," of about a year back, the work in question was ably reviewed; and the Editor of that periodical concludes, as I think, with just ice, that we find no sound evidence, either in the sources cited by Mr. Bland, or elsewhere, of Chess being the original property of the Persians.

* The work is entitled, "Persian Chess," illustrated from Oriental sources, &c. By N. Bland. London, Harrison and Son.

In Persia, Chess has always been in equal repute, although the accounts of some writers would doubtless make it appear much more ancient in that country than it really is. For instance, if it had been known in Persia, whilst Alexander or his successors were there, they would doubtless have introduced it into Greece, and no doubt the names and moves of the pieces would thence have been transmitted to us.

Mistakes as to the knowledge and origin of Chess have repeatedly arisen from different authors having mistaken for it, and confounded with it, other ancient extinct games, somewhat similar, but not well understood by us.

About the beginning of the ninth century, Chess seems to have flourished gloriously in the East. It is recorded of Al Amin, Caliph of Bagdad, that he summoned from the different provinces of his empire all the most skilful chess-players to his court, and maintained them there, allowing them pensions, and passing most of his time among them. This lavish munificence was quite characteristic of those illustrious patrons of the arts, the caliphs, who, in the general gloom of the dark ages, threw a most brilliant lustre over their own nation and times. All over the East, Chess is now well known, and esteemed the most dignified of games. Far and wide it is played, almost in the same manner as among ourselves. The Malays and Javanese are said to be excessively fond of Chess-play. Amid the sultry *idleness* of the Turks and Arabs, it is well known that Chess, along with coffee and smoking, is a very favourite pastime. Other monotonous Eastern nations are not less devoted to the game. Among the Persians it is equally popular. Caring little for the pleasures of either commerce or conversation, reclining listlessly on his ottoman, for the taciturn Asiatic, Chess is the most befitting of games; it disturbs not his indolent repose—interrupts neither his sherbet nor his hookah. Chess has long been played among the Tartars. Tamerlane is said to have used an uncommonly large board, and to have been an ardent player, and the same is recorded of other Oriental heroes. In the East, indeed, it seems to have been commonly thought a necessary accomplishment for a military man that he should be "well-skilled in Chess." The Calmucks are at the present day immoderately fond of all games of skill; Chess among the rest.

Whenever and however Chess found its way into the Western world, it seems to have spread over all Europe in a very short space of time. After the close of the eighth century it was common in Constantinople; and, in the ninth, it appears to have been greatly in favour with the monarchs of the West. From this period, and throughout the chivalrous ages, Chess was the great court game, the patronised favourite sport of all the nobility of Europe. The kings of Spain and Portugal opened their courts to distinguished players, and liberally rewarded such as exhibited extraordinary talents.

Philip the Second of Spain, "that little man of magnificent thoughts," perhaps the most enthusiastic patron of the arts that ever lived, was a great promoter of Chess, and so devotedly fond of the game, that he nobly encouraged it in his own court; and Sebastian, King of Portugal, is said to have been no less attached to the game.

Rome, Florence, and Naples, too, were the scenes of superb royal Chess tournaments. Doubtless the novelty and Oriental origin of the game would, for a long time, add much to its fascination. The devotion and skill of the Italians were pre-eminent. In the time of Boccaccio there was at Florence a celebrated blind-fold player (Mangiolini), who could vanquish two antagonists at once without sight of either of the Chess-boards. Catherine de Medicea, we are told, was a distinguished patroness of the Royal Game, and eminent players were ambitious of engaging with the "mother of a race of kings."

In France Chess flourished earlier than in England. Charlemagne is represented, in old romance, as passionately fond of the game. Suiting well the combative disposition of the French, it appears early and long to have been a favourite sport with that people, though they possessed, for a length of time, no such solid and philosophic analysts as flourished in Italy.

Although, in the chivalrous ages, Chess was the game of the nobility, and essential to a gentlemanly education, probably no really high degree of skill was common. In the ignorance of those times, the days of the gentleman or knight were passed away in a routine of alternate mass at chapel, tournament, in the field, the feast, and the "Chesse" in the hall—listening, perchance, to the minstrel's glowing lay, whilst the weather forbad the use of his horse and hounds, or his falcon. In those days, the Chess *rencontres* of the nobles must often have presented scenes worthy the pencil of Giorgione, or Titian, or the pen of Walter Scott. Imagination conjures up the gay palaces of Spain, France, or Italy, illuminated on some night of festival. The brilliantly-lighted hall thronged with the gayest, the fairest, and the noblest of the city. Here are beauty and bravery revelling in the dance and song. In another spacious apartment the rich tables are glittering with the sumptuous banquet; the sparkling gold and silver vessels are brimming with wine; all is resplendent as a dream. The gay revellers are shining in silks, velvets, and jewels. The whole scene is radiant with an Eastern luxury.

Cross now the marble hall, and enter an inner room. This is the grandest saloon in the whole mansion; it is dedicated to play. There is going forward every game of the age, all in princely style; and first, chief and foremost, is *Chess*. On cushioned seats, round costly tables of ebony, ivory, and silver, you see, bending over the Chess-board, the most skilful and renowned players in the world. The King and Queen, surrounded by princes and nobles, are spectators of the pending game. The

skill and emulation of the combatants are roused to the utmost ; for the beauty and grace of the land, as well as its chivalry, are among the lookers-on, and the Queen herself will be proud to put the wreath upon the victor's brow.

In those chivalrous times, expertness in Chess was often the road to royal favour and advancement. The celebrated Sicilian Chess-player, Paolo Boi, was presented by Philip II. of Spain, with very considerable emoluments in the city of Syracuse. His skill, too, was so highly esteemed by the Prince and Princess of Stigliano, that he was invited by them to Naples, and might have had almost any favour he chose to ask. Another player, the young Leonardo of Calabria, after conquering a noted Spanish practitioner in the presence of Philip II., was rewarded by the King with a thousand crowns, besides jewels and furs. These two players—Paolo Boi and Leonardo (surnamed “the Boy”)—in their day were spoken of as “the light and glory of Chess.” Many other players of the same age appear to have found their skill in Chess a most potent means of obtaining preferment. Though not eminent as a patroness, Queen Elizabeth seems to have known something of the game ; and on one occasion, when Sir Charles Blount had distinguished himself at a tournament, she sent him as a present a richly-enamelled Chess-queen.

A gallant display of acquirements was made by a young nobleman, *le beau* of some centuries past, who, in answer to a query as to the extent of his accomplishments, replied, “I know how to hunt with the hawk and falcon ; I can chase the stag and wild boar ; I can blow the horn when the beast is taken ; I can carve at the table of a king or lord, and I can play at Chess.” An old writer of bygone days informs us “there are three things requisite for a gentleman—his cloak, his harp, and his Chess-board.”

In Germany, Chess was in vogue as early as in the other countries of Europe. That nation has more printed works on the game than any other, as well as more strong players—a fact in some measure illustrative of the characters both of the people and of the game.

Their celebrated village of Chess-players, Strobeck, has been heard of by everybody.

The Danes, and other North Europeans, appear to have acquired the game equally soon.

As I before mentioned, the Russians are by some writers supposed to have become acquainted with Chess first of any of the European nations, by means of their ancient connection with the Asiatics. We are all certainly aware of their early commerce with the Chinese, and that they still preserve many Oriental customs.

Among the Moors of Africa, whilst the Mahomedan religion forbids gaming, we hear that Chess is publicly allowed and highly esteemed.

My detail of Chess history would be incomplete were I to omit some account of its introduction into our own country.

It is remarkable that here, too, as in the case of the invention of the game, and its introduction into Europe also, we can find no certain information; therefore, of course, opinions differ. That of the Hon. Daines Barrington is, that the game was introduced into England in the thirteenth century, upon the return of Edward I. from the Holy Land; the grounds for his supposition being, that during the Crusade, Edward staid long in the East, and was attended by many English. Numbers of the Turks were often prisoners in the Christian camp, as were also the Christians to the Saracens, so that there were plenty of opportunities for instruction.

Dr. Hyde, however, differs from Barrington, and supposes Chess to have been known in England about the time of the Norman Conquest, because, amongst other reasons, the Court of Exchequer was then first established. It appears to me that this is the more likely conjecture of the two. Chess was very well known in France long before the Conquest; and as the Norman Duke appears, from history, to have been not a little attached to Chess, there can be no doubt that it would come into vogue in England along with his court; if, indeed, the game was not current in our island *before* the Conquest.

There are several anecdotes of William the Conqueror's playing at Chess. His quarrelling with the Dauphin over a game, and knocking him on the head with the Chess-board, is an incident referred to in Burton's "Anatomy of Melancholy."

I have not space for much of either anecdote or discussion here; but my own opinion is, that Chess must have been common in England, *from the time* of the Norman Conquest.

Some writers are pretty positive that the game was known in this country before that period; and in proof, it has been several times repeated, from Gale's History, that about the year 1020, when "Bishop Irtheric, upon some urgent business, obtained admission to Canute the Great, about midnight, he found the King and his courtiers engaged at play—some at Dice, and others at Chess."

This incident has been quoted and re-quoted as a satisfactory proof of the knowledge of Chess in England before the Conquest.

Without relying implicitly on the quotation, as commonly given, I have searched out the original passage in question, and find that it has been, at least, mis-translated.

Gale's "Old British History" is in two volumes folio, written entirely in Latin, (not always of the purest description,) and bears date, 1675.

In the second volume, at chapter 85, *Historia Insulæ Rame-siensis* (on the History of the Isle of Ramsey), after the author has mentioned that in some particular business, the Bishop Æthericus found it necessary to go straightway in person to the King

Canute, he says, "Ipse quoque mannum, curiam aditurus, ascendens, ipsum calcaribus urgens, Regem adhuc tesserarum vel scaccorum ludo longioris tædia noctis relevantem invenit; ad quem &c.,"—this is, that "the Bishop (Ætheric) spurring on his horse, entering the court, on going up, found the King whiling away the length of the night with a game of Dice or Chess."

Often as the passage has been adduced, no writer, save perhaps the one who first cited it, seems to have been at the trouble of referring to the original; for all have alike retailed the same erroneous translation. There is no such thing said as that "The King and his courtiers were found at play, some at Dice, and others at Chess." Similar second-hand quotations are often as little to be depended upon.

From the expression used, it seems to me doubtful what the King was playing at. The Latin *tesserae* signifies "Dice," and *scacchi* is a barbarous modern Latin word for "Chess." But Dice and Chess are nowise synonymous. Before, therefore, admitting that this game of Canute's was indisputably Chess, we ought to know Gale's authority, and what word has been in the original record or MS., which is here represented by the ambiguous phrase—"ludo tesserarum vet scaccorum," writers sometimes including all similar games under one such name. However, although this passage appears to me scarcely decisive, it is not at all improbable that Chess is alluded to, and it is likely enough that Canute was a player. The Danes and Scandinavians were acquainted with the game, perhaps, almost as early as any other of the Europeans, and naturally enough would bring it along with them, on their first connexion with England. If Gale's words mean neither Dice nor Draughts, this is certainly the earliest historic mention of Chess in England; and that Canute was playing at Chess is rendered the more probable by the fact of his being mentioned as an ardent Chess-player in an old Swedish History, published at Stockholm. An anecdote in this book describes Canute as seriously resenting an offence received over the Chess-table, thus:—"As King Canute and Earl Ulf were playing at Chess, the King made a false move, in consequence of which, the Earl took one of his Knights; but the King would not allow this, and replacing his piece, insisted on his being allowed to play differently. The Earl waxed angry, overturned the Chess-board, and was going away, when the King called after him, saying, 'Ulf, thou coward, dost thou flee?' The Earl returned to the door, and said, 'You would have taken a longer fight in the river Helga, had I not run to your assistance, when the Swedes beat you like a dog; you did not then call me Ulf, the coward.' The Earl then retired, and the next morning the King ordered him to be killed."

* I.e. Æthericus. This passage is alluded to by Sir F. Madden, amongst others.

After the time of William I., anecdotes relating to Chess are not uncommon. The Conqueror's disposition to quarrel over the game appears to have descended to his sons, for we find that when, in 1087, the Norman had appointed his two sons, Robert and Henry, joint Governors of Normandy, they went together to visit the French King, and were entertained with a variety of sports. Henry played with the Dauphin (Louis le Gros) at Chess, and won a considerable sum of money from him; insomuch, that at length Louis became so irritated that he dashed the Chessmen at Henry's head, calling him at the same time all sorts of offensive names. Henry retaliated with the Chess-board so violently, that the quarrel might have terminated fatally had not the Prince Robert interfered.

Another anecdote relating to the early prevalence of the game is related by John of Salisbury. In a battle between the French and English, which took place in the year 1117, an English knight seizing the bridle of Louis le Gros, called out, "The King is taken!" Louis struck him down with his sword, exclaiming, "*Ne sçais tu pas que aux échecs on ne prend pas le roi?*" (Dost thou not know that at Chess the King is never taken?)

Another early and rather curious mention of Chess in England, is noticed by the Hon. D. Barrington. In the wardrobe accounts of Edward I., written in Latin, there is an item of money paid for the use of the King for *playing at the Four Kings*. This game, called *Quatuor Reges*, was supposed by Mr. Barrington, Mr. Austis, and other critics, to mean *cards*. But it appears to me more probable that "*the Four Kings*" was *Chess*. Edward I., when Prince of Wales, served nearly five years in the East, and must have often desired some sedentary amusement. Among the Asiatics he would, no doubt, have acquired a knowledge of the game, if he had not previously learnt it in England; and we have, too, no proof that cards were known in England so early as the year 1278. Again, early in the 13th century, it is recorded that King John was engaged in a game at Chess, when deputies were sent to him from Rouen, to apprise him that their city was besieged. Before he would give any audience to the messengers, however, the King insisted on fairly concluding his game.

In the year 1200, the first regular Chess treatise made its appearance. The book was written in Latin, by Jacobus de Cæsolis. The original manuscript is said to be still preserved in the University of Padua. It is remarkable that this work on Chess by a Dominican Friar, was chosen 240 years afterwards, by Caxton, to be the first printed English book. It is evident, from this circumstance, that in Caxton's time, about the year 1474, the game of Chess must have been highly popular among the nobility of our country.

Not, however, to multiply particular instances of the early prevalence of Chess in England, I may remark that it appears to have been much played in the time of Henry IV. Mention is

made of the game by our two earliest poets, Lydgate and Chaucer, who flourished in the 14th century.

In the time of the fourth Edward, the game was, as I have noticed, very commonly practised, especially among the upper classes. And it certainly was a fashionable amusement in most houses of rank, in the reign of Richard III., who ascended the throne in 1471.

From the time of Edward IV. (or the middle of the 15th century), Chess continued to be the favourite game of our ancestors, until cards became the general amusement.

Owing to card-play being so easily learnt, and so well adapted for diverting a large assembly little disposed for anything more thoughtful, this comparatively trifling game appears in time to have superseded to a considerable extent our favourite recreation.

In the 16th and 17th centuries, cards seem to have become universal in one form or another, and to have become the court game, both in England and in France.

But, nevertheless, numerous passages in writers of the 16th century, show that Chess was then more or less practised in England. It were tedious to spend time over common-place quotations, but a comedy on the game of Chess of this period is worth notice. This play consisted of a kind of religious controversy, the game being played between the Church of England and the Church of Rome; the Whites, or Church of England, proving in the end victorious. It was frequently acted at the Globe Theatre, on Bankside. The political nature of the play, however, giving offence in sundry quarters, its author, Mr. Middleton, was thrown into prison.

He succeeded in obtaining his release by the following witty petition to the King:

"A harmless game, coined only for delight,
'Twas played betwixt the black house and the white.
The white house won, yet still the black doth brag,
They had the power to put me in the bag.
Use but your royal hand to set me free,
'Tis but the *moving of a man*—that's me."

At one time the popularity of the game of Chess among the nobility of our land was so great, that no fewer than twenty-six English families have emblazoned Chess-boards and Chess-Rooks in their arms. This fact is enough to show the high esteem in which this favourite accomplishment used to be held.

In Gwillim's "Display of Heraldry," the author, after showing that the representations contained in the arms borne by distinguished persons have relation to the pursuits of their first owners, proceeds to give us instances of the portraying in arms several favourite games, such as tables, (*i.e.*, Draughts), Chess, Dice, Balloon, &c. In the arms of the Orrook family, the shield bears *six Chess-Rooks*. After speaking of the arms of a family which contains on the shield three Backgammon-boards, Gwillim describes the arms of the

family of "Bodenham." He says, "It beareth *azure*, a fess between three Chess-rooks, *or*, by the name of Bodenham, and was borne by that great lover and promoter of heraldry, Sir Winfield Bodenham, Knt. It seemeth these were first called *Rooks* for being the defence of all the rest; and therefore they stand in the uttermost corners of the Chess-board, as frontier castles. This is a game of noble exercise for the mind, as requiring much forecast and understanding. King William the Conqueror was much addicted to this delight, and lost great lordships at play. And, indeed, were it not too serious a recreation, and going beyond the nature of games, it might well beseem a king, because therein are comprised all the stratagems of war, or plots of civil states." Our old author was evidently something of a player. Many other families have Chess-boards, and Chess-Rooks, &c., engrafted on their coat of arms; such as the Rokewoods, of Norfolk; the Rooks, of Kent, with three rows of Rooks in their shield; the Rockwoods, Roke-woods, Rockliffes, Rocolds, Rokeles, Kokes, and Rockes.

Newton, in his "Display of Heraldry," says, "Shields are sometimes divided into checkers, most usually formed by perpendicular and horizontal lines crossing each other, which is denominated *checkey*, and is considered to represent the chess-board. *Checkey or* and *azure* is the device of the ancient family of Warren, whose ancestors came into England with William the Conqueror, bearing these arms."

"*Checkey* is one of the most honourable and ancient bearings in arms," says Colombier, "and ought to be given to none but valiant warriors, in token of their nobility; for the chess-board is the field of battle of kings. It is also the field on which the game of Draughts is played, and commonly represented upon the door-posts of alehouses or draught-houses; no doubt originally indicating that the game might be played there, from which probably their play upon the board of chequers derived its name of *draughts*."

Many of my readers have probably observed the little Chess-boards painted on the door-posts of old public-houses, still to be seen occasionally in antiquated neighbourhoods. Opinions differ as to the origin and import of these quaint ensigns. The generally received idea is, that when the game of Draughts, or *tables*, as it was commonly called, was popular in public-houses, these little chequered boards were placed outside to advertise the people that their favourite recreation might be played within. And this custom of using chequers usually before Chess and Draughts were superseded by cards, appears to have been retained as a common sign for public-houses. Shakspere, and others of our earlier poets, speak of the game of *tables*, from which one may suppose Draughts to have been pretty commonly played, as they were always so-called, anciently. Other writers suppose the chequers of ale-house doors to represent *Chess*-boards, and that they were emblems to signify that Chess was played there.

In a number of the *Gentleman's Magazine*, however, (vol. lxiv.,

737.) a contributor makes a sagacious observation, which strikes me as having more the appearance of a successful "guess at truth." He writes, "I think it was the great Earl of Warrenne, or some near descendant of his, not beyond the time of Rufus, who had an exclusive power of granting licenses to sell beer. That the agent might collect a tax more readily, the door-posts were painted in chequers, the arms of the Warrens *then*, and *to this day*."

This is probably the correct account of the use of these little checkered *insignia* for public-houses. Other families have incorporated the Chess-board on their shields; it forms part of the armorial bearings of the noble family of the Earl of Arundel. These examples are sufficient to show the high *quondam* standing of the Royal Game.

Augustus, Duke of Brunswick, was an enthusiastic lover of Chess; he wrote a book on the game, in the year 1617, under a fictitious name, and also named one of his towns *Rocketet*, with a Chess-rook for its arms.

During the 14th and 15th centuries, when Chess was the noble game of the land, Dr. Hyde states that it was also much played both in Wales and Ireland, and that in the latter country some of their best estates depended upon it, and that it was a customary agreement between two noble families that one should engage the other every year at this game. These statements are, however, doubted by Mr. Barrington, who says that neither of these countries were much civilized before the time of Henry VIII.; and with respect to both Ireland and Wales, he apprehends that they have no term for this game in their respective languages. For my own part I can see nothing impossible in what Dr. Hyde relates, as no very high degree of civilization is necessary; and from the certain antiquity of the game in Scotland and Ireland, I should incline to think his accounts may be correct. Mr. Barrington's not having found their words for Chess is no proof, as the game might pass by its foreign name. So, although Chess appears to have been known in our country in the time of Canute, I am not aware that there is any word for the game to be found in our Saxon dictionaries.

I conclude this letter with a short account of the village in Germany, celebrated for its Chess-playing inhabitants. Most of your readers, no doubt, have heard of this noted little place, Strobeck, situated between Halberstadt and Brunswick. The account of the introduction of Chess into this village is as follows:—Towards the end of the fifteenth century, a clergyman at Halberstadt was exiled to Strobeck, and being deserted by his former friends, he became much attached to the inhabitants of the village, who had shown him so much kindness, that he was at a loss how to testify his gratitude. After much consideration, he determined upon teaching them the game of Chess. He did so, and was delighted to find that they became

partial to it, and made great progress. He soon felt amply rewarded for the trouble he had taken ; for not only did they become proficient in the game, but it afforded him many opportunities of improving their morals and behaviour, which improvement became apparent in their dealings with all their neighbours. After some time, the exile was honourably recalled to his cathedral, and eventually became Bishop of Halberstadt. His prosperity did not make him forget his village friends, his Strobeck, as he used to call it ; but on the contrary, he often went there, and conferred many benefits on the community, amongst whom he founded a free school. A special injunction was laid on the masters of this school to instruct all their pupils in Chess, and to distribute prizes, consisting of Chess-boards and sets of men, to the best players at the end of the year.

In thus encouraging the game of Chess, the worthy Bishop had a higher object than mere amusement ; he saw that by encouraging a game which draws so largely on the mental powers, his villagers would not be attracted by games of chance, nor injured by the vices and dissipations which accompany them. His object was happily gained ; and we cannot but express a hope that the study of Chess will, ere long, be considered a worthy part of education, and as such, be introduced more among schools of every description. Who is not aware that amongst a number of youth, it is of the highest importance that there should be some attractive, innocent, healthy, and improving recreation for their indoor leisure ? It would indeed be delightful to see the same effect produced in our villages by the introduction of this game as was witnessed at Strobeck. The villagers devoted most of their leisure time to Chess. The knowledge of the game became hereditary ; fathers taught it to their children ; old men bequeathed to their sons the paternal Chess-board. There was an innocent emulation among families, each trying to surpass the other.

The fame of Strobeck extended throughout Germany, and many a Chess-player visited it to try his skill. It is said that the villagers generally proved victorious. After a time, however, the evil custom of playing for money was introduced ; the villagers grew vain of their skill, and needed such a lesson as was given to them by the celebrated Silbershmidt, one of the strongest players of the day, who visited them as a stranger, and agreed to play a match for a considerable sum of money. He vanquished the best players of Strobeck ! and the villagers paid the money, but they would not grant the conqueror a written certificate attesting their defeat, though he requested it. 'Take the gold,' said they, 'but leave us our glory.' 'Good people,' replied Silbershmidt, 'the money I have won from you I give to your poor and to your school, but on one condition, namely, you must swear that you will never more play for money. The noble science of Chess carries its interest in itself ; a single game won is a treasure of satisfaction to the winner.' The villagers took the oath, gave the certificate,

distributed the money as was proposed, and never again staked ought but their reputation for skill on the Chess-board. So says the account which I have transcribed, of this interesting village; the whole of which is, I believe, perfectly true. The games between their chosen players and the too-skillful Silberschmidt, were played not very many years since, and are to be found at full length in a volume of the "Chess-player's Chronicle," of seven or eight years back.

Our countryman, Mr. Lewis, well known as the author of many works on Chess, visited the interesting village of Strobeck in 1831. He introduced himself to the resident clergyman, whom he found an obliging and intelligent man. Mr. Lewis visited the public-house, on the wall of which was the sign of a Chess-board; in the chief room there were Chess-boards of different sizes hung up. Although the clergyman was no player himself, he told Mr. L. that he was so persuaded of the advantage of cultivating the game, that he encouraged its practice as much as he could among the villagers and in their schools. He said that the game is still much played there, and that there are several strong players. Mr. Lewis contested three games with one of the Strobeck players, and won them all. Mr. L. thought his antagonist a weak player, and supposes that there are none in the village to whom a first-rate could not give the odds of a Knight. It is, however, greatly to the credit of the villagers' abilities, if there are some among them to whom our best players could give no more than a Knight.

Finally, then, to all who have the opportunity, I cordially recommend the example of the worthy "pastor" and people of Strobeck. I will engage that those who will put themselves to the trouble of attaining a knowledge of the game, shall be amply repaid by the acquisition. It does not take a long time to learn how to play. The apparatus is cheap; a good board and a nice set of men may be obtained for a mere trifle, and will last a lifetime. There are elementary books on Chess, at all prices, from sixpence upwards. I would advise all who can get them to obtain, and use, a large board, large men, and a pretty comprehensive work on the game, to begin with. Youth and age may rally, for the best of in-door sports, round the social Chess-board, and may play every evening without becoming tired of the game.

I am, &c.,

B. S.

MATCH BETWEEN MESSRS. HAREWITZ AND LOWENTHAL.

Since our last, the following games have been played between these magnates.

THIRD GAME.

White.—Mr. L.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. Kt. fifth
- 4 P. to Q. B. third
- 5 Castles
- 6 P. to Q. fourth
- 7 B. to K. Kt. fifth
- 8 Q. B. takes Kt.
- 9 P. to Q. fifth
- 10 Kt. to K. R. fourth
- 11 Q. to K. B. third
- 12 Q. takes P.
- 13 Kt. to K. B. fifth
- 14 Q. takes K. P. (check)
- 15 Q. to K. B. sixth
- 16 P. to Q. Kt. fourth
- 17 P. to Q. R. fourth
- 18 Q. to K. fifth (check)
- 19 P. takes Kt.
- 20 Q. to Q. fourth
- 21 Kt. takes Q.
- 22 Kt. to Q. second
- 23 P. takes P.
- 24 Q. Kt. to Q. Kt. third
- 25 Kt. to Q. R. fifth
- 26 Kt. to Q. B. fourth
- 27 P. to K. B. fourth
- 28 P. to K. fifth
- 29 Kt. to Q. second
- 30 P. to K. R. third
- 31 Kt. to K. fourth
- 32 R. to K. B. third
- 33 Kt. to K. B. sixth
- 34 Q. R. to Q. square
- 35 K. R. to Q. third
- 36 K. to K. B. square
- 37 Kt. to Q. B. sixth (check)
- 38 R. to Q. seventh (check)

Black.—Mr. H.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 Q. to K. second
- 5 Kt. to K. B. third
- 6 B. to Q. Kt. third
- 7 P. to K. R. third
- 8 P. takes B. (a)
- 9 Kt. to Q. square (b)
- 10 Q. to Q. B. fourth
- 11 Q. takes B.
- 12 R. to K. Kt. square
- 13 B. to Q. B. fourth
- 14 K. to K. B. square
- 15 K. to K. square
- 16 B. to K. B. square
- 17 Q. to Q. sixth
- 18 Kt. to K. third
- 19 Q. P. takes P.
- 20 Q. takes Q.
- 21 B. to Q. second
- 22 P. to Q. B. fourth
- 23 K. B. takes P.
- 24 B. to Q. third
- 25 P. to Q. Kt. third
- 26 B. to Q. B. second
- 27 R. to Q. B. square
- 28 B. to Q. Kt. square
- 29 R. to K. Kt. fifth (c)
- 30 R. to K. Kt. third (d)
- 31 K. to his second
- 32 R. to Q. B. fifth
- 33 R. takes Q. R. P.
- 34 R. to Q. R. seventh
- 35 K. R. takes P. (check)
- 36 B. to Q. R. fifth (e)
- 37 B. takes Kt.
- 38 K. to K. B. square

White.—Mr. L.

- 39 R. to Q. eighth (check)
 40 Q. R. to Q. seventh (check)
 41 R. takes B. (check)
 42 R. to Q. eighth (check)

Black.—Mr. H.

- 39 K. to K. second
 40 B. takes R.
 41 K. to K. B. square

Black resigns.

- (a) To save his centre Pawn.
 (b) He should have retreated Kt. to his square.
 (c) Tempting White to play Kt. to K. fourth. Had he done so, Bishop might then have taken King's Pawn with safety.
 (d) Why not R. to K. Kt. sixth?
 (e) Neither B. to K. square, nor Q. Kt. fourth would have saved Black's game.

FOURTH GAME.

White.—Mr. HARRWITZ.

- 1 P. to K. fourth
 2 P. to K. B. fourth
 3 Kt. to K. B. third
 4 P. to K. R. fourth
 5 Kt. to K. fifth
 6 B. to Q. B. fourth
 7 P. takes P.
 8 P. to Q. fourth
 9 B. takes P.
 10 Castles
 11 R. takes Kt.
 12 P. to K. Kt. third
 13 P. takes P.
 14 R. to K. fourth
 15 R. to K. second
 16 Kt. to Q. second
 17 K. to Kt. second
 18 P. to Q. B. third
 19 P. to Q. R. fourth
 20 Q. to K. square
 21 Q. to K. B. second
 22 Q. takes R. P.
 23 P. to Q. B. fifth
 24 Q. R. to K. B. square
 25 B. takes Kt.
 26 R. to K. sixth (d)
 27 P. to Q. R. sixth
 28 Q. to her Kt. sixth

Black.—Mr. LOWENTHAL.

- 1 P. to K. fourth
 2 P. takes P.
 3 P. to K. Kt. fourth
 4 P. to K. Kt. fifth
 5 Kt. to K. B. third
 6 P. to Q. fourth (a)
 7 B. to Q. third
 8 Q. to K. second
 9 Kt. to K. R. fourth (b)
 10 Kt. takes B.
 11 P. to K. B. third
 12 P. takes Kt.
 13 B. takes P.
 14 B. to K. B. fourth
 15 Kt. to Q. second
 16 Castles on Q. side
 17 Q. to K. Kt.'s second (c)
 18 Kt. to Q. Kt. third
 19 Kt. takes Q. P.
 20 B. to K. B. third
 21 B. to K. Kt. third
 22 P. to Q. B. third
 23 Q. to Q. B. second
 24 K. R. to K. B. square
 25 P. takes B.
 26 B. to K. second
 27 K. to Q. second
 28 B. to Q. B. fourth

White.—Mr. H.

- 29 Q. takes Q.
- 30 P. to Q. Kt. fourth
- 31 K. takes R.
- 32 K. to K. second
- 33 P. takes P.
- 34 Kt. to Kt. third
- 35 R. takes R.
- 36 Kt. to Q. B. fifth
- 37 K. to his third.

Black.—Mr. L.

- 29 K. takes Q.
- 30 R. takes R.
- 31 R. to K. B. square (*d*)
- 32 B. to Q. third
- 33 B. takes K. Kt. P.
- 34 R. to K. square.
- 35 B. takes R.
- 36 B. takes P.
- 37 B. to K. B. third

And wins.

- (*a*) We think this new mode of defence effective.
 (*b*) This and the following moves are original.
 (*c*) Here Black might have played Queen to her third, with an equally good position.
 (*d*) Black certainly played in masterly style.

FIFTH GAME.

White.—Mr. L.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. Kt. fifth
- 4 Castles (*a*)
- 5 R. to K. square (*c*)
- 6 B. to Q. R. fourth
- 7 B. to Q. Kt. third
- 8 P. to Q. fourth
- 9 Q. R. P. takes Kt.
- 10 B. to K. Kt. fifth
- 11 B. to K. R. fourth
- 12 Q. Kt. to Q. second
- 13 B. to K. Kt. third
- 14 Kt. takes Q. P.
- 15 K. Kt. to K. B. third
- 16 Q. Kt. to K. B. square
- 17 K. R. P. takes Kt.
- 18 Q. to her second
- 19 Q. R. to Q. square
- 20 Q. takes K. R. P.
- 21 Q. Kt. to K. third
- 22 Q. Kt. to Q. fifth
- 23 K. Kt. to K. Kt. fifth
- 24 Q. takes B.
- 25 Kt. to K. third

Black.—Mr. H.

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 Kt. to K. B. third
- 4 B. to Q. third (*b*)
- 5 P. to Q. R. third
- 6 P. to Q. Kt. fourth
- 7 Kt. to Q. R. fourth (*d*)
- 8 Kt. takes B.
- 9 Q. to K. second
- 10 P. to K. R. third
- 11 B. to Q. Kt. second
- 12 P. to Q. B. fourth
- 13 Q. R. P. takes P.
- 14 P. to K. Kt. third (*e*)
- 15 Kt. to K. R. fourth
- 16 Kt. takes B.
- 17 Castles on K's side
- 18 Q. R. to Q. B. square
- 19 R. to Q. B. third
- 20 B. to Q. B. second
- 21 B. to Q. square
- 22 Q. to K. square
- 23 B. takes Kt.
- 24 K. to Kt. second
- 25 R. to K. third

White.—Mr. L.

- 26 Kt. to K. B. fifth (ch)
- 27 Kt. to Q. sixth
- 28 Kt. takes B.
- 29 Q. R. to Q. fifth
- 30 K. R. to Q. square
- 31 P. to Q. B. third
- 32 Q. R. takes Q. P.
- 33 Q. R. to Q. seventh (check)
- 34 Q. R. takes Q.
- 35 K. R. to Q. seventh
- 36 R. takes R. (check)
- 37 K. to B square
- 38 K. to his second
- 39 R. to Q. fifth
- 40 P. to K. Kt. fourth
- 41 P. to Q. B. fourth
- 42 P. takes P.
- 43 R. to Q. second
- 44 K. to Q. square (g)
- 45 R. to Q. B. second
- 46 P. to Q. B. fifth (check)
- 47 P. to K. B. third
- 48 K. to Q. second
- 49 R. to Q. B. third
- 50 R. to Q. third
- 51 R. to Q. sixth
- 52 R. to Q. fifth (check)
- 53 K. to Q. third
- 54 R. takes R.
- 55 K. to Q. B. third
- 56 P. to Q. Kt. fourth
- 57 K. to Q. Kt. second
- 58 K. to Q. R. third
- 59 P. to K. Kt. third

Black.—Mr. H.

- 26 K. to Kt square
- 27 Q. to her Kt. square
- 28 Q. takes Kt.
- 29 P. to Q. third
- 30 Q. to her B. second
- 31 K. to Kt. second (f)
- 32 P. to K. B. third
- 33 R. to K. B. second
- 34 P. takes Q.
- 35 R. takes R.
- 36 K. to B. third
- 37 R. to Q. B. third
- 38 K. to his third
- 39 R. to Q. B. square
- 40 R. to K. R. square
- 41 P. takes P.
- 42 R. to Q. Kt. square
- 43 P. to Q. R. fourth
- 44 R. to Q. Kt. fifth
- 45 K. to Q. third
- 46 K. to Q. B. third
- 47 R. to Q. Kt. fourth
- 48 R. takes Q. B. P.
- 49 K. to Q. Kt. fourth
- 50 P. to Q. R. fifth
- 51 R. to Q. B. third
- 52 R. to Q. B. fourth
- 53 K. to Q. Kt. fifth
- 54 K. takes R.
- 55 K. to Q. Kt. fourth
- 56 K. to Q. B. third
- 57 K. to Q. Kt. third
- 58 K. to Q. Kt. fourth

And White wins.

- (a) Novel, but apparently safe.
- (b) Ill considered.
- (c) Availing himself in first-rate style of Black's bad play.
- (d) Well calculated to develop White's forces.
- (e) To prevent Kt. from playing to K. B. fifth
- (f) An evident oversight.
- (g) Why not K. to Q. third, with a view to keep command of the Queen's file?

SIXTH GAME.

Black.—Mr. H.

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 Q. to K. second (*a*)
- 4 P. to K. B. fourth (*b*)
- 5 Kt. to K. B. third
- 6 Kt. to Q. B. third (*d*)
- 7 P. to Q. third
- 8 Castles
- 9 Kt. to Q. fifth
- 10 B. takes Kt.
- 11 B. to Q. Kt. third
- 12 P. to Q. B. third
- 13 Kt. to Q. fourth
- 14 Kt. to Q. Kt. fifth
- 15 Q. B. takes P.
- 16 Kt. to Q. R. third
- 17 Q. P. takes P. (*g*)
- 18 Q. to Q. second
- 19 K. to K. R. square
- 20 R. takes Kt.
- 21 R. takes R. (*h*)
- 22 P. takes P.
- 23 R. to K. second
- 24 Q. R. to K. square
- 25 P. to K. Kt. third
- 26 Kt. to Q. B. fourth
- 27 Kt. takes B.
- 28 K. to K. Kt. second
- 29 P. to K. R. third
- 30 R. to K. third
- 31 P. to K. Kt. fourth
- 32 R. to K. B. third
- 33 R. to K. sixth
- 34 P. takes Q.

White.—Mr. L.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. takes P. (*c*)
- 5 Castles
- 6 Kt. to Q. B. third
- 7 B. to Q. Kt. fifth
- 8 R. to K. square
- 9 Kt. takes Kt.
- 10 Kt. to K. second (*e*)
- 11 Kt. to K. Kt. third
- 12 B. to Q. K. fourth
- 13 P. to Q. B. fourth
- 14 P. to Q. fourth
- 15 P. to Q. R. third
- 16 P. to Q. B. fifth (*f*)
- 17 R. takes P.
- 18 B. to Q. Kt. third (check)
- 19 Kt. takes B.
- 20 B. to K. sixth
- 21 B. takes Q.
- 22 B. to K. B. fourth
- 23 B. to K. B. fifth
- 24 P. to K. Kt. third
- 25 B. to Q. third
- 26 Q. to Q. B. second
- 27 Q. takes Kt.
- 28 K. to K. B. square
- 29 P. to Q. Kt. fourth
- 30 R. to Q. square
- 31 B. to Q. B. square
- 32 B. to Q. Kt. second
- 33 Q. takes R.
- 34 R. to Q. sixth

And Black resigns

(*a*) We confess we are unable to discover the necessity of this move.

(*b*) It would have been better play to take K. B. P. with B., with the intention of regaining the piece, by checking with Queen at Q. B. fourth.

(*c*) This move is not generally considered advisable.

(*d*) Weakly played. White has now time to bring out the Queen's Kt., and thus render Black's centre Pawns valueless.

(*e*) This move will not bear the test of analysis.

(f) This is the beginning of a series of beautiful moves on the part of White, which renders fruitless Black's best efforts.

(g) The consequences of the previous move of White appear not to have been seen by Black. He should have retreated Bishop to Q. square.

(h) Black has now no chance of the game, but he had no better move.

SEVENTH GAME.

White—Mr. L.

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 Kt. to Q. B. third
- 4 P. to Q. R. fourth
- 5 P. to Q. third
- 6 P. takes P.
- 7 B. to Q. Kt. third
- 8 Kt. to K. B. third
- 9 Kt. to K. Kt. fifth
- 10 Castles
- 11 Kt. takes B. (a)
- 12 P. to K. B. fourth (b)
- 13 Kt. to K. fourth
- 14 Q. to K. Kt. fourth
- 15 B. to Q. second
- 16 P. to Q. R. fifth
- 17 P. to K. B. fifth
- 18 Q. to K. Kt. third
- 19 B. to Q. R. fourth
- 20 B. takes Kt.
- 21 P. to K. B. sixth
- 22 P. takes B.
- 23 B. to K. Kt. fifth
- 24 B. takes Kt.

Black—Mr. H.

- 1 P. to Q. B. fourth
- 2 P. to K. third
- 3 P. to Q. R. third
- 4 Kt. to K. second
- 5 P. to Q. fourth
- 6 P. takes P.
- 7 B. to K. third
- 8 Kt. to Q. B. third
- 9 Kt. to K. Kt. third
- 10 B. to K. second
- 11 P. takes Kt.
- 12 P. to Q. fifth
- 13 Q. to Q. second
- 14 Kt. to Q. square
- 15 Q. to Q. B. third (c)
- 16 Castles
- 17 Kt. to K. fourth
- 18 Kt. to Q. second
- 19 Q. to Q. B. square
- 20 Q. takes B.
- 21 R. to K. B. second
- 22 Q. takes P.
- 23 Q. to Q. second

Black resigns.

(a) White very properly exchanges pieces here with the view of rendering the King's Pawn defenceless.

(b) To prevent the advance of the King's Pawn.

(c) Badly played, he should have advanced P. to Q. R. fourth.

EIGHTH GAME.

Black.—Mr. H.

- 1 P. to Q. fourth
- 2 P. to Q. B. fourth
- 3 Kt. to Q. B. third
- 4 Kt. to K. B. third
- 5 B. to K. B. fourth
- 6 P. to K. third
- 7 P. to Q. R. third
- 8 P. takes Q. B. P.
- 9 P. to Q. Kt. fourth
- 10 P. to K. R. third
- 11 Q. to Q. B. second
- 12 K. B. takes P.
- 13 B. to Q. third
- 14 Castles (K. R.)
- 15 Q. takes B.
- 16 B. to K. Kt. fifth
- 17 B. takes Kt.
- 18 Q. takes Q.
- 19 B. to K. fourth
- 20 B. takes Kt.
- 21 Kt. to K. fifth
- 22 K. R. to Q. B. square
- 23 P. to K. B. fourth
- 24 Kt. to K. B. third
- 25 Kt. to Q. fourth
- 26 R. to Q. square
- 27 K. to B. second
- 28 R. to Q. second
- 29 Kt. to K. second
- 30 R. takes R.
- 31 R. to Q. B. square
- 32 Kt. to Q. fourth
- 33 P. to Q. R. fourth
- 34 P. to K. Kt. third
- 35 R. to Q. B. third
- 36 P. takes P.
- 37 R. to Q. R. third
- 38 R. to Q. R. eighth (check)
- 39 Kt. to Q. B. sixth
- 40 Kt. to Q. fourth
- 41 Kt. to Q. B. sixth
- 42 Kt. to Q. R. fifth
- 43 Kt. takes B.
- 44 K. to K. second (c)
- 45 B. to Q. R. second

White.—Mr. L.

- 1 P. to Q. fourth
- 2 P. to K. third
- 3 Kt. to K. B. third
- 4 P. to Q. B. fourth
- 5 Kt. to Q. B. third
- 6 P. to Q. R. third
- 7 B. to K. second
- 8 B. takes P.
- 9 B. to K. second
- 10 Castles
- 11 P. takes P.
- 12 P. to Q. Kt. fourth
- 13 B. takes Q. Kt. P. (a)
- 14 B. takes Q. Kt.
- 15 B. to Q. Kt. second
- 16 P. to K. R. third
- 17 Q. takes B.
- 18 P. takes Q.
- 19 P. to K. B. fourth
- 20 B. takes B.
- 21 K. R. to Q. B. square
- 22 B. to K. square
- 23 P. to K. B. third
- 24 B. to Q. B. third
- 25 B. to Q. fourth
- 26 R. to Q. B. sixth
- 27 K. to B. second
- 28 B. to K. fifth
- 29 R. to Q. sixth
- 30 B. takes R.
- 31 B. to Q. B. fifth
- 32 P. to K. R. fourth
- 33 R. to Q. R. second
- 34 R. to Q. second
- 35 K. to K. square (b)
- 36 P. takes P.
- 37 R. to Q. Kt. second
- 38 K. to B. second
- 39 R. to Q. second
- 40 R. to Q. Kt. second
- 41 K. to K. Kt. second
- 42 R. to Q. second
- 43 P. takes Kt.
- 44 P. to Q. B. sixth
- 45 K. to K. B. square

Black—Mr. H.

- 46 R. to Q. B. second
- 47 K. to B. third
- 48 P. to K. Kt. fourth
- 49 P. takes P.
- 50 K. takes P.
- 51 K. to B. third
- 52 K. to K. second
- 53 K. to Q. third
- 54 R. takes P.
- 55 K. takes R.
- 56 K. to Q. second
- 57 K. to Q. third
- 58 K. to Q. second
- 59 K. to K. second
- 60 K. to K. square
- 61 K. to Q. second
- 62 K. to Q. third
- 63 K. to Q. B. third
- 64 K. to Q. fourth
- 65 K. to Q. third

White.—Mr. L.

- 46 R. to K. Kt. second
- 47 R. to Q. B. second
- 48 K. B. P. takes P. (check)
- 49 P. takes P. (check)
- 50 P. to K. B. fourth (check) (d)
- 51 K. to K. second
- 52 K. to Q. third
- 53 K. to Q. fourth
- 54 R. takes R.
- 55 K. to K. fifth
- 56 K. to B. sixth
- 57 K. to B. seventh
- 58 K. to Kt. sixth
- 59 K. to Kt. seventh
- 60 K. to B. sixth
- 61 K. to B. seventh
- 62 K. to K. eighth
- 63 K. to K. seventh
- 64 K. to B. seventh

Drawn Game.

- (a) Beautifully played—wins a Pawn.
- (b) We do not exactly understand the drift of this move.
- (c) A necessary move.
- (d) This move leads to a drawn game. Had White played K. to K. second, he must have won.

NINTH GAME.*White.—Mr. L.*

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 Q. takes P.
- 5 Kt. to Q. B. third
- 6 B. to K. B. fourth
- 7 B. to Q. B. fourth
- 8 P. to Q. R. fourth
- 9 Q. to her second.
- 10 B. to Q. third
- 11 Castles on K.'s side

Black.—Mr. H.

- 1 P. to K. fourth
- 2 P. to Q. third
- 3 P. takes P.
- 4 Kt. to K. B. third
- 5 B. to K. second
- 6 Castles
- 7 P. to Q. R. third
- 8 Kt. to Q. B. third
- 9 B. to K. third
- 10 Kt. to Q. second
- 11 P. to K. B. third

White.—Mr. L.

- 12 B. to K. Kt. third
- 13 B. to K. second
- 14 P. takes P.
- 15 B. takes Kt.
- 16 Kt. to Q. fifth
- 17 Q. to Q. B. third
- 18 P. to K. R. fourth
- 19 Q. R. to Q. square
- 20 K. R. to K. square
- 21 P. to Q. Kt. fourth
- 22 Kt. takes Q. B. P.
- 23 R. takes Q. P. (a)
- 24 R. takes B
- 25 R. to Q. sixth (b)
- 26 P. takes Kt.
- 27 Q. takes Q.
- 28 P. to Q. B. third (c)
- 29 P. to Q. R. fifth
- 30 R. to K. third
- 31 Q. R. to Q. third
- 32 R. to Q. fourth
- 33 B. to K. B. fourth (e)
- 34 B. to Q. sixth
- 35 P. to K. B. fourth
- 36 B. to K. fifth
- 37 K. to B. square
- 38 B. takes R.
- 39 R. to K. seventh
- 40 R. to Q. B. seventh
- 41 K. to K. square
- 42 P. to K. B. fifth
- 43 B. takes K. Kt. P. (check)
- 44 B. to Q. fourth
- 45 R. to K. Kt. seventh (check)
- 46 P. to K. B. sixth.
- 47 K. to Q. second
- 48 B. to Q. B. fifth (check)
- 49 R. to K. seventh (check)
- 50 B. to Kt. sixth (check)
- 51 P. to K. B. seventh (g)
- 52 R. takes B.
- 53 R. to Q. B. seventh (check)
- 54 R. to Q. seventh
- 55 R. to Q. eighth (check)
- 56 B. takes R.

Black.—Mr. H.

- 12 K. Kt. to K. fourth
- 13 P. to K. B. fourth
- 14 Kt. takes Kt. (check)
- 15 B. takes P.
- 16 B. to K. Kt. fourth
- 17 Q. to Q. second
- 18 B. to K. R. third
- 19 K. to R. square
- 20 Q. R. to Q. square
- 21 R. to K. B. second
- 22 Q. takes Kt.
- 23 Q. to Q. B. square.
- 24 Kt. to Q. fifth
- 25 Kt. takes B. (check)
- 26 Q. R. to K. B. square
- 27 R. takes Q.
- 28 B. to Q. B. seventh
- 29 B. to Q. R. fifth (d)
- 30 B. to Q. B. third
- 31 B. to Q. Kt. fourth
- 32 B. to Q. B. third
- 33 Q. R. to K. B. square
- 34 R. to Q. square
- 35 R. to K. B. third
- 36 R. to K. Kt. third (check)(f)
- 37 R. takes R.
- 38 K. to Kt. square
- 39 K. to B. square
- 40 B. to K. B. sixth
- 41 R. to K. Kt. fifth
- 42 R. takes K. R. P.
- 43 K. to Kt. square
- 44 P. to K. R. fourth
- 45 K. to B. square
- 46 R. to R. eighth (check)
- 47 B. to Q. fourth
- 48 K. to K. square
- 49 K. to Q. square.
- 50 K. to B. square
- 51 B. takes P.
- 52 R. to K. Kt. eighth
- 53 K. to Kt. square
- 54 R. to K. Kt. square
- 55 R. takes R.

And Black resigns.

- (a) This and the preceding move are beautifully played.
 (b) Mr. Lowenthal's play in this game alone would be sufficient to establish his reputation as a player of the highest finish.
 (c) Much better than P. to Q. B. fourth.
 (d) A very good move under the present circumstances. It is quite clear that Black could not have taken the K. B. P. on account of White replying with R. to K. seventh.
 (e) Insignificant as this move may appear at first sight, it will be found, on mature consideration, to have been the winning *coup*. After this, Black's game is not to be saved.
 (f) In the vain hope that White might interpose the Rook, when Black, by exchanging the Rooks, would have stood a good chance of drawing the game.
 (g) White might now have shortened the contest by playing 51 R. to Q. B. seventh (check), when the following variation would have ensued :—

52 R. to Q. seventh
 53 R. to Q. eighth (ch.)
 54 P. to K. B. seventh

51 K. to Kt. square (best)
 52 B. to K. third (best)
 53 B. to Q. B. square

And Black cannot avoid the mate,

TENTH GAME.

White.—Mr. H.

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 Q. to K. second
- 4 P. to K. B. fourth (a)
- 5 Kt. to K. B. third
- 6 P. to Q. third
- 7 P. to Q. B. third (b)
- 8 P. takes K. P.
- 9 P. to Q. fourth
- 10 P. takes B.
- 11 Castles.
- 12 B. to K. third
- 13 Kt. to Q. second
- 14 B. to Q. fourth
- 15 P. takes Kt.
- 16 K. R. to Q. Kt. square (e)
- 17 Kt. to B. square
- 18 Kt. to Kt. third (f)
- 19 B. to K. B. second
- 20 P. to Q. Kt. third

Black.—Mr. L.

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. third
- 5 Castles
- 6 B. to K. Kt. fifth
- 7 P. to Q. fourth (c)
- 8 P. takes B.
- 9 Kt. to Q. second (d)
- 10 Kt. takes P.
- 11 Q. to K. second
- 12 Kt. to Q. second
- 13 Kt. takes P.
- 14 Kt. takes Kt. (check)
- 15 B. to R. sixth
- 16 Kt. to Q. sixth
- 17 P. to K. B. fourth
- 18 P. to Q. B. fourth
- 19 P. to K. B. fifth (g)
- 20 Kt. to K. fourth

Resigns.

- (a) Not considered judicious after the K. Kt. has been played.
- (b) Weak play.
- (c) This highly-ingenious move of Mr. Lowenthal's deserves a careful analysis, and will be found to lead to many brilliant variations. From this point we consider that Black obtained a decided advantage in position.
- (d) Leading to the gain of a Pawn,
- (e) For a player of Mr. Harrwitz's strength, decidedly an inferior move.
- (f) This move loses a piece.
- (g) The "*coup de grace*."

ELEVENTH GAME.

White—Mr. L.

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 Kt. to Q. B. third
- 4 P. to Q. third
- 5 P. to Q. R. fourth
- 6 P. to K. B. fourth
- 7 B. to Q. second
- 8 P. to K. fifth
- 9 Q. Kt. to K. fourth
- 10 P. takes P.
- 11 Kt. takes B. (check)
- 12 Kt. to K. B. third
- 13 B. to Q. Kt. third
- 14 P. to Q. R. fifth
- 15 P. to Q. B. fourth
- 16 P. takes P. (en passant)
- 17 Castles
- 18 R. to Q. R. third
- 19 K. to R. square
- 20 P. takes P.
- 21 B. takes Kt.
- 22 R. to K. square
- 23 Q. to Q. B. square
- 24 R. to Q. Kt. third
- 25 P. to Q. fourth
- 26 P. takes P.

Black—Mr. H.

- 1 P. to Q. B. fourth
- 2 P. to K. third
- 3 Kt. to Q. B. third
- 4 P. to Q. R. third
- 5 P. to K. Kt. third
- 6 B. to K. Kt. second
- 7 K. Kt. to K. second
- 8 Castles
- 9 P. to K. B. third
- 10 B. takes P.
- 11 R. takes Kt.
- 12 P. to Q. fourth
- 13 Q. to Q. Kt. third
- 14 Q. to R. second
- 15 P. to Q. Kt. fourth
- 16 Q. takes P.
- 17 R. to Q. Kt. square
- 18 B. to Q. Kt. second
- 19 Q. R. to K. B. square
- 20 K. takes P.
- 21 P. takes B.
- 22 Q. to B. second
- 23 Q. to Q. third
- 24 Kt. to Q. Kt. fifth
- 25 P. to Q. K. fourth
- 26 Q. to Q. B. second

White—Mr. L.

- 27 B. to Q. B. third (a)
- 28 Q. to K. third
- 29 Q. takes Kt.
- 30 B. to K. fifth
- 31 Q. takes R.
- 32 B. takes Q.
- 33 P. takes P.
- 34 Kt. to Kt. square
- 35 R. to Kt. fourth
- 36 B. to Q. sixth
- 37 R. to K. B. fourth
- 38 K. to B. second
- 39 R. to Q. Kt. fourth
- 40 R. to Q. Kt. sixth
- 41 K. to K. third.
- 42 K. to Q. fourth.
- 43 K. to B. fourth
- 44 K. to Kt. fourth
- 45 K. to R. third
- 46 R. to Kt. fourth
- 47 R. to Kt. eighth
- 48 B. takes R.
- 49 K. to Kt. fourth
- 50 B. to Q. third

Black—Mr. H

- 27 Kt. to Q. sixth
- 28 Kt. takes R.
- 29 R. takes P.
- 30 R. to K. fifth (b)
- 31 P. takes Q.
- 32 P. takes Kt.
- 33 B. takes P. (check)
- 34 P. to Q. R. fifth
- 35 B. to Q. B. third
- 36 R. to Q. B. square
- 37 R. to K. square
- 38 K. to Kt. second
- 39 K. to B. third
- 40 R. to Q. B. square
- 41 K. to K. third
- 42 K. to Q. second
- 43 R. to Q. R. square
- 44 P. to K. Kt. fourth
- 45 P. to K. R. fourth.
- 46 R. to K. square
- 47 R. takes R.
- 48 K. to K. third
- 49 K. to Q. fourth
- 50 P. to K. Kt. fifth

Drawn Game.

(a) Up to this move White had the best of the game ; he should have taken the Kt. with Bishop.

(b) We should have preferred R. to K. square.

TWELFTH GAME.

Black—Mr. H.

- 1 P. to Q. fourth
- 2 P. to Q. B. fourth
- 3 Kt. to Q. B. third
- 4 B. to K. B. fourth
- 5 P. to K. third
- 6 B. to Q. third
- 7 B. takes P.
- 8 K. Kt. to K. second
- 9 P. takes P.
- 10 B. takes B.
- 11 B. to Q. third
- 12 Castles
- 13 Kt. to K. Kt. fifth

White—Mr. L.

- 1 P. to Q. fourth
- 2 P. to K. third
- 3 Kt. to K. B. third
- 4 P. to Q. B. fourth
- 5 Q. to Q. R. fourth
- 6 P. takes Q. B. P.
- 7 Kt. to K. fifth
- 8 P. takes P.
- 9 B. to Q. third
- 10 Kt. takes B.
- 11 Q. Kt. to Q. second
- 12 Kt. to K. B. third
- 13 Castles

Black.—Mr. H.

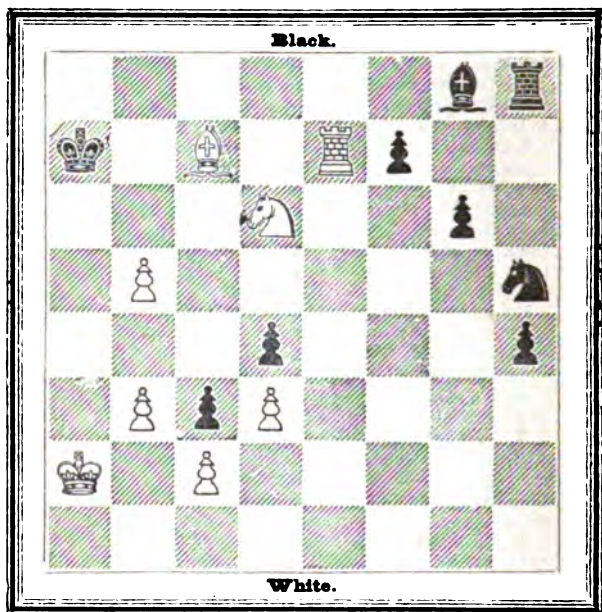
- 14 Q. to Q. second
- 15 Q. to K. Kt. fifth
- 16 Q. Kt. to K. fourth
- 17 Kt. takes Kt.
- 18 B. takes Kt.
- 19 Q. R. to Q. square
- 20 Q. to K. R. fourth
- 21 B. to Q. fifth
- 22 B. takes B.
- 23 Q. takes Q. P.
- 24 R. takes Q.
- 25 R. to Q. Kt. fourth
- 26 P. to Q. R. fourth
- 27 R. to Q. Kt. fifth
- 28 P. to Q. Kt. fourth
- 29 P. to Q. R. fifth
- 30 R. takes P.
- 31 R. to Q. Kt. fifth
- 32 R. to Q. R. fifth
- 33 R. to Q. Kt. fifth
- 34 P. to K. Kt. third
- 35 K. to Kt. second
- 36 P. to K. R. fourth
- 37 P. to K. R. fifth
- 38 R. to Q. Kt. seventh
- 39 R. to Q. Kt. sixth
- 40 R. takes R.
- 41 R. to Q. R. square
- 42 R. to Q. R. fifth
- 43 R. takes K. R. P.
- 44 R. to Q. R. fifth
- 45 K. to B. third
- 46 K. to Kt. fourth
- 47 P. to K. B. fourth
- 48 K. to R. fourth
- 49 P. to K. B. fifth
- 50 P. to K. Kt. fourth
- 51 R. to K. fifth
- 52 R. to Q. R. fifth
- 53 R. to K. fifth (check)
- 54 P. to K. Kt. fifth
- 55 K. takes P.
- 56 R. to Q. fifth
- 57 R. to Q. seventh
- 58 R. to Q. R. seventh
- 59 R. to Q. R. sixth
- 60 R. takes P.

White.—Mr. L.

- 14 P. to K. fourth
- 15 R. to K. square
- 16 Q. Kt. takes Kt.
- 17 Kt. takes Kt.
- 18 Q. to Q. Kt. fifth.
- 19 P. takes P.
- 20 P. to K. Kt. third
- 21 B. to K. third
- 22 R. takes B.
- 23 Q. takes Q.
- 24 R. to K. seventh
- 25 P. to Q. Kt. third
- 26 Q. R. to Q. square
- 27 Q. R. to Q. seventh
- 28 Q. R. to Q. Kt. seventh
- 29 P. takes P.
- 30 R. to K. second
- 31 K. R. to K. fifth
- 32 R. to K. second
- 33 K. R. to K. third
- 34 K. R. to Q. R. third
- 35 K. to Kt. second
- 36 K. R. to Q. R. fifth
- 37 P. to Q. R. third
- 38 P. takes P.
- 39 Q. R. takes P.
- 40 R. takes R.
- 41 R. to Q. Kt. third
- 42 P. to K. R. third
- 43 K. to Kt. third
- 44 K. to B. third
- 45 R. to K. third
- 46 K. to K. second
- 47 R. to K. Kt. third (check)
- 48 R. to K. B. third
- 49 K. to Q. second
- 50 K. to Q. B. second
- 51 K. to Q. third
- 52 K. to K. second
- 53 K. to B. square
- 54 P. takes P. (check)
- 55 R. to Q. Kt. third
- 56 K. to K. Kt. second
- 57 R. to Q. Kt. fourth
- 58 P. to K. R. fourth
- 59 R. to Q. Kt. eighth

And the game was ultimately drawn.

PROBLEM NO. 24, BY "B. X."



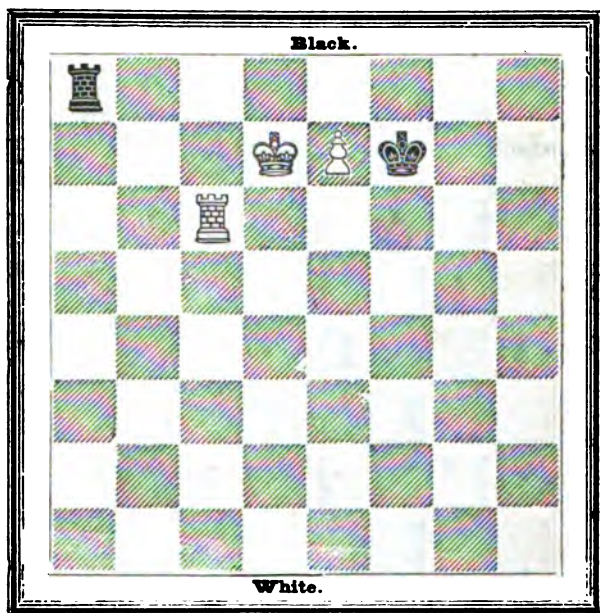
White to play and mate in three moves.

SOLUTION OF CHESS STUDY NO. 17.

- | | |
|--------------------------|-------------------|
| 1 K. to Kt. second | 1 K. to B. second |
| 2 B. to R. third | 2 K. to Q. second |
| 3 K. to B. third | 3 K. to B. second |
| 4 K. to B. fourth | 4 K. to Q. second |
| 5 K. to B. fifth | 5 K. to B. second |
| 6 P. to Q. sixth (check) | |

And wins.

CHESS STUDY No 24, BY THE CAVALIER



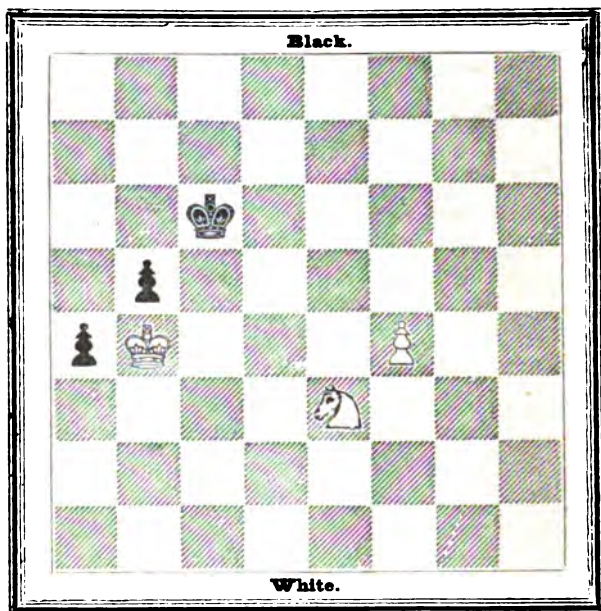
White can only draw.

SOLUTION OF CHESS STUDY No. 18.

- | | |
|-----------------------|------------------------|
| 1 R. to Q. seventh | 1 B to Q. B. sixth |
| 2 K. to Q. sixth | 2 K. to K. B. square |
| 3 K. to K. sixth | 3 K. to K. Kt. square |
| 4 R. to K. B. seventh | 4 B. to Q. Kt. seventh |
| 5 R. to K. B. fifth | 5 B. to Q. B. sixth |
| 6 K. to Q. sixth | 6 K. to K. Kt. second |
| 7 K. to Q. B. sixth | 7 K. to K. Kt. third |
| 8 R. to K. B. third | 8 B. to Q. Kt. fifth |
| 9 K. to Q. Kt. sixth | 9 B. to Q. seventh |
| 10 R. to K. B. eighth | 10 B. to Q. B. sixth |
| 11 R. to Q. R. eighth | |

And wins.

CHESS STUDY NO. 25, BY MESSRS. KLING AND DYSON.



White to move and win.

SOLUTION OF CHESS STUDY NO. 19.

- | | |
|---------------------|---|
| 1 K. to R. second | 1 R. to Q. R. eighth |
| 2 R. to B. second | 2 R. at R. 5th to R. 7th |
| 3 R. to B. third | 3 R. at R. 7th to R. 6th |
| 4 R. to B. second | 4 R. at R. 8th to R. 7th |
| 5 R. to B. square | 5 R. takes B. |
| 6 P. to Q. B. sixth | 6 R. on B. third takes P. |
| 7 P. to B. seventh | 7 R. takes P. (check) |
| 8 K. to R. square | 8 R. to R. eighth (check) |
| 9 K. to Kt. square | 9 R. on Q. R. 7th to Kt. second (check) |
| 10 K. to B. square | 10 R. to R. eighth (check) |

And wins.

SOLUTION OF CHESS STUDY, No. 21

- | | |
|------------------------------|--------------------|
| 1 B. to Q. B. square (check) | 1 K. to R. seventh |
| 2 B. to Q. Kt. second | 2 K. to Kt. eighth |
| 3 B. to Q. R. third | 3 K. to R. seventh |
| 4 B. to Q. B. square | 4 K. to Kt. eighth |
| 5 B. to Q. Kt. second | 5 K. to R. seventh |
| 6 B. to Q. square | |

And draws (a)

(a) Were White to play Bishop to Q. B. square he must lose.

SOLUTION OF CHESS STUDY, No. 22.

- | | |
|------------------------|----------------------|
| 1 Kt. to Q. B. fifth | 1 P. to K. sixth |
| 2 Kt. to Q. third | 2 B. to K. Kt. sixth |
| 3 Kt. to Q. B. square | 3 B. to K. R. fifth |
| 4 Kt. to K. second | 4 B. to K. B. third |
| 5 Kt. to K. Kt. square | |

And draws.

SOLUTION OF CHESS STUDY, No. 23.

- | | |
|--------------------------|-------------------|
| 1 B. takes P. | 1 K. to K. second |
| 2 B. to Q. B. eighth (a) | 2 K. to Q. square |
| 3 K. to Q. B. fifth (b) | 3 K. to K. second |
| 4 K. to B. sixth | 4 K. to Q. square |
| 5 P. to Q. Kt. seventh | |

And wins.

(a) Were he to play K. to B. sixth, Black would draw by playing K. to Q. square.

(b) Any other move would have enabled Black to draw the game.

SOLUTION OF PROBLEM No. 18.

- 1 Kt. on Q. B. sixth takes P.
- 2 Kt. to K. fourth
- 3 R. mates.

SOLUTION OF PROBLEM No. 19.

- | | |
|-----------------------|-------------------------|
| 1 Q. to K. Kt. third | 1 B. to Q. second (best |
| 2 B. takes P. (check) | 2 P. takes B. |
| 3 B. to K. Kt. fifth | 3 P. takes B. (best) |
| 4 Q. to K. fifth | 4 Anything |
| 5 Q. to R. eighth | |

SOLUTION OF PROBLEM NO. 20.

- | | |
|-----------------------------|-----------------------|
| 1 Either R. checks | 1 P. takes R. |
| 2 R. takes P. (check) | 2 P. takes R. |
| 3 Kt. to Q. R. fourth (ch.) | 3 K. to Q. Kt. fourth |
| 4 Q. takes P. (check) | 4 K. takes Q. |
| 5 Kt. from Q. B. eighth | |

Mates.

SOLUTION OF PROBLEM NO. 21.

- | | |
|---------------------|-----------|
| Q. to Q. Kt. eighth | Anything. |
|---------------------|-----------|

Queen or Pawn becoming a Knight, mates.

SOLUTION OF PROBLEM NO. 22.

- | | |
|-----------------------|-------------------------------|
| 1 Kt. to Q. square | 1 R. takes Kt. (check) (best) |
| 2 K. to K. second | 2 Anything. |
| 3 Kt. discovers mate. | |

SOLUTION OF PROBLEM NO. 23.

- | | |
|------------------|--------------------------|
| 1 B. to Q. third | 1 Kt. takes R. or (A.) |
| 2 R. takes B. | 2 P. to Q. fourth (best) |
| 3 R. takes P. | 3 Anything |
| 4 R. takes P. | |

Mate.

(A.)

- | | |
|--------------------------|----------------------|
| 1 | 1 B. takes R. |
| 2 R. to Q. fifth (check) | 2 P. takes R. (best) |
| 3 B. to Q. Kt. fifth | 3 Anything. |
| 4 B. mates. | |

LETTERS

ON THE

HISTORY & LITERATURE OF CHESS.

LETTER V.

(To the Editor of "*The Chess Player*.")

SIR,—I have found some little difficulty in arranging the matter of these letters conveniently. On examination, the subject proves to be so extensive, with so much to be said under each topic, that in spite of my intention to condense, I experience much more a want of space than of material. I might have filled two or three letters instead of one, with the history of the game alone, by entering more minutely into particulars, and by summoning from far and wide all the learned quotations of Hyde, Jones, Madden, and Barrington. But it were useless to trouble you with uninteresting minutiae. I have attempted only a distinct sketch omitting no circumstance in the history or antiquities of the game which research has made worthy of notice. I had intended to devote this letter to a sketch of the Early Chess Authors and Players—their Biography, Adventures, and Anecdotes; but my space will only now allow me to introduce the subject. The shining talent displayed by some of the earliest writers on the game entitles them to very particular attention. They, as it were, *made the game*; how much modern Authors on Chess are indebted to the fertile and sagacious genius of these early professors is known only to advanced Chess Students. It would, however, be a great discredit to Chess players, to Amateurs daily enjoying and admiring the game, for them to remain in ignorance of its classics,—the very founders and framers of its present completeness and systematic beauty; as it would for the poetical aspirant, or English Student, to rest unacquainted with Chaucer and Spenser, the fathers of our unequalled verse.

We cannot pretend to carry Chess, with its present constitution and moves of the pieces, farther back than the thirteenth or fourteenth century. We have seen that the date of the origin of the game is most plausibly fixed at about five centuries after Christ. Yet we know of no work or writing upon it of nearly so early a date as this; the most ancient treatise discovered, having been written somewhat before the year A.D. 1200. There may be, and probably have been, writings upon the game of a more ancient

date among the Indians, Persians, or Arabs; but they are unknown to us. What scattered descriptions, rules, games, or problems, existed prior to this period we cannot tell; we must be content without them, and probably if any such antique specimens could be found, they would be of little or no value except as curiosities.

The earliest known writer on Chess is Cæsolis, or Jacobus de Cæsolis, a Dominican friar, said to be the native of a village near the frontiers of Picardy, but whether he was a native of France appears to be uncertain. His work was probably compiled from more ancient manuscripts brought out of Spain. The treatise of Cæsolis consists of twenty-four chapters. The original was written in Latin, probably about the year 1200. The oldest copy of Cæsolis is a Latin manuscript, said to lie in the University of Padua. There are two manuscript copies of this curious old work in the British Museum, the dates of which I do not know; one is in Latin, entitled *Libri Morales de Ludo Scaccorum*, a quarto of fifty parchment leaves, with twenty-nine lines on a page, highly ornamented; the other copy is quite plain, and written on paper. Cæsolis flourished, seemingly, about the close of the eleventh century, and before the invention of printing, his *brochure* had been translated more than once into other languages, as French and German. In the days of this old author the kingly game no doubt enjoyed its golden days throughout all Europe, but, for want of the press, the games and almost all the names of the very players of these early ages are lost to us. In the fifteenth century, after the introduction of the art of printing, the book upon Chess by Cæsolis went through many editions and translations; copies in Latin, French, German, Dutch, Italian, and English, all appeared within a short space of one another. It is remarkable that we hear of no edition of Cæsolis in Spanish, possibly they possessed *better* essays in Spain, which have not descended to us. The most notable fact with regard to the little display of Chess by the Dominican friar, is, that it was the first book which Caxton thought proper to print in English. It appears that a French translation of Cæsolis, made by a monk named De Vignay, had fallen into the hands of the famous William Caxton. He rendered it into his best English, and dedicated his translation, as he says, "to the righte noble, righte excellent, and vertuous Prince George, Duc of Clarence, Erle of Warwick and of Salisbury, Grete Chamberlayn of Englonde, and Lieutenant of Ireland, oldest broder of Kynge Edward IV." It appeared in the year 1474, during the reign of Edward IV.; a fact plainly indicating the high popularity of the royal amusement in England at that time, and most probably the Prince to whom Caxton dedicates his "lityll booke" had been an enthusiastic player and noted patron of the game. The second edition of Caxton's treatise of 1490 is embellished with several pictures, and in the preface he discourses sagely of the wholesome morals to be derived from Chess, and of the advantages of the game against idleness as a sensible exercise for the wits. A more particular account of this curious

and quaint volume of Caxton's is to be found in Hone's "Year-book," and in Tomlinson's "Amusements in Chess."

But I have dwelt on this first Chess writer, old Cæsolis, too long. As far as respects *play* there is nothing valuable in his treatise. The first chapters give account of how and when the game was invented; those following are devoted to describing the Pieces and the Pawns; and the concluding chapters contain descriptions and explanations of their moves. Thus, as is evident, the sum and substance of the work of Cæsolis, might be compressed into one sheet of paper—a few traditions and supposititious narratives, a little advice and moralising, and a display of the Chessmen and their moves, constitute the whole. We cannot suppose our Author to have been much of a player, for he gives no rules nor advice to make a scientific player, and no directions nor instructions how to open the game, and conduct the attack or defence.

The great deficiencies of Cæsolis's book were afterwards, in some measure supplied by the treatise of the Spaniard, Lucena; and more completely by that of his contemporary Damiano, the Portuguese. Both of whom appeared to have flourished about the year 1500. These are the earliest really valuable works on Chess known to us, the first practical books that plainly and properly teach how to play Chess. I purpose here coupling the biography with the bibliography of Chess, so as to inform you in chronological order both of the *works* on Chess, and of those players whose skill has immortalized them. The earliest instance of famous Chess skill on record, is that of a Greek named Tchelebi, who had travelled much in the East, and who in the year 970, excited much admiration in the Syrian City of Tripoli, by playing a match at Chess blindfold. Tchelebi, however, was allowed to *handle* the Chessmen, which were fashioned unusually large for the purpose. This fact in a great measure diminishes the merit and curiosity of the exhibition, though the marvel appears to have been well kept up by the skilful play of the blindfold Greek, whose achievements seem at least to have been so far in advance of that age as greatly to have astonished the natives. Even in very early times it appears to have been in the East, a practice not uncommon to play blindfold. An old Arabian historian quotes several examples of certain learned Arabs, endowed with this ability.

Less than a century after Cæsolis, among the foremost achievements in the art, are recorded the feats of a Saracen player. "In the year 1266, this famous Saracen Champion, yclept Buzacca, visited Florence, and then and there, in the palace of the Count Popoli, and in the presence of numerous persons of distinction, courtly chiefs, gallant squires, and fair dames, undertook the chivalrous enterprise of conducting three games at Chess at once, against three of the best players of the day. Two of these games were played by Buzacca without seeing the positions, and the third going on over the board in the usual manner. The gallant Saracen carried off the laurels of the day, winning two of the games and drawing the third—to the astonishment and delight

of all the beholders. As Italy was then renowned for skilful Chess players, no doubt the best heroes that could be mustered were entered against the conquering son of Mahomet. And the victor must indeed have been a noble fellow, and a worthy compatriot of the valiant Saladin. We may here remark, without wishing to cast a shade on the triumph of the knightly Saracen, that to play three games at once *as he did*, that is, two without board and men, and one game in the ordinary mode, *with* the apparatus, would be much less difficult than if he had only conducted the two blindfold together, and left out the third altogether, because a practised player having the board and men before him, would with comparative ease mentally transpose the positions so as to derive great assistance from the men and board before him. However, the feats of Buzacca, in 1266, might well win for him deserved admiration: and we must admit that his renown is not unmerited. His exploits were certainly much superior to those of Tchelebi, and perhaps unequalled in his own day.

About 1495, appeared the first practically useful treatise. It is the work of a Spaniard, *Lucena*, and written in Spanish. Lucena prefaces his work, oddly enough, with certain love sonnets, written no doubt to gain the attention of some fair lady. He then proceeds to his subject, giving eighty-seven leaves upon various practical Chess matters, including one hundred and fifty critical positions, or Chess problems. These end games render Lucena's treatise really valuable, they are illustrated by woodcuts, and the whole, as regards paper and print, is said to be a remarkably handsome early specimen. An interesting fact with respect to the work of Lucena is, that his studies are the first in which we find the powers and moves of the pieces the same as they are now, excepting a few minor points. This much enhances the value of the old treatise, as in all the previous manuscripts relating to Chess, we find the pieces invariably moving after the laws and fashion of the East; whence we might suppose that the various Chess pieces assumed their present powers first in Spain. Lucena's fine collection of positions constitute him the first valuable Chess author known to us. The next writer on the scroll of Chess Authorities is *Damiano* the Portuguese. His treatise appeared in 1512. Several editions were afterwards printed at Rome and Venice, in Spanish and Italian. Damiano's book contains about one hundred and thirty duodecimo pages; of these about five-sixths are taken up with his problems or positions; the whole of these celebrated problems, one hundred and twenty in number, are taken from Lucena, of whose work indeed, Damiano's is not much more than a *rechauffe*. The problems given by Damiano have always been justly renowned for their simple utility.

They are perfectly natural, as it were, *real end games*, all soluble by the purest rules of art. We have only one more remark to make on these deservedly praised stratagems. Neither Lucena nor Damiano pretends to the inventorship of them, though they mention no sources whence they borrowed the splendid collection. The probability is, that Lucena gleaned or collated them from

existing scattered manuscripts: these sybilline leaves being the produce of the learned Chess players of earlier times. We are told that a work existed in Spain, printed at Valencia, in the year 1495, consisting of one hundred *Jochs partitis del Schachs*. Its author was named Vicent. We know of no copy of this book now preserved, but very probably Lucena and Damiano had recourse to its stores. Damiano's work is divided into ten chapters, he first gives some general rules and directions; then teaches a few of the openings, even and at odds; and after his selection of *Giochi de i partiti*, or problems, he concludes with a chapter on the art of playing blindfold, a faculty of which we may mention by the way, that all teaching of it is mere nonsense, or very little use. Damiano's six short chapters on the openings are entitled to high approbation, though the probability is, that they are not wholly original. Very few copies of the Portuguese Chess Preceptor are in existence; Damiano and Lucena are both, as might be supposed, extremely scarce. In Mr. Sarraz's 8vo. volume, which he entitles "A Translation of the works of Damiano, Ruy-Lopez, and Salvio," all these three Authors are most deplorably abridged, their very best portions being often omitted!

As it is the literature of Chess which we are now discussing, we ought not to omit the mention of a very quaint manuscript written upon the game, which appeared about the year 1400. It was the production of an English monk, named Innocent, and called "A Morality on Chess." The allegory is rather a religious and political hit than anything else, and certainly not without some merit. Amongst other similes, our moralist tells us that "The whole world is like a Chess-board, of which the points are alternately white and black, figuring the double state of life and death, or grace and sin.

"The families of this Chess-board are like the men of this world; they all come out of one bag, they have different names, and are placed in different stations of life; and when the game is finished, they are deposited together, like man, in the same place.—neither is there any difference between the King and the poor Pawn. For it often happens that when the pieces are thrown back into the bag, that the King lies at the bottom—as some of the great will find themselves, after their transit from this world to the next."

More elegant, if less wise than the stern morality of this old monk, was the Latin poem on the game of Chess, which appeared in 1527. We allude to a poem entitled *Scacchia Ludus*, or "Game of Chess," by Vida, the Bishop of Alba. It is a description, in Latin verse, of Chess, and is equally elegant in execution and happy in choice. Critics have even averred that the phraseology is so perspicuous, that the game might be completely learned from this poetical Latin description. Pope, in his "Essay on Criticism," makes flattering mention of Vida; and Warton and other critics have extolled the verses in question as truly Virgilian.

On the scroll of important Chess treatises, the next in order to Damiano's is that of Ruy Lopez, a Spanish priest. His name is

familiarised to every Chess-player by the well-known gambit, a variation of the Knight's game called after him. Besides Damiano, he is the only important author of the sixteenth century whose works have descended to us. His treatise is entitled "Book of the Liberal Invention and Art of the Game of Chess." It was written in Spanish, and first published in 1561. Lopez's book has passed through several editions and translations in other European languages. It contains sixty-six games or openings, of which twenty-four are taken from Damiano. Authors have usually supposed Lopez to be inferior in skill to Damiano; but his book is certainly, as respects the openings, much more valuable than that of the Portuguese, because Lopez has given us many more openings, with a far greater number of instructive variations. Lopez treats of the King's Knight's game, the King's Bishop's opening, with the variant called the Lopez Gambit, the King's Gambit accepted and evaded, besides the Queen's Bishop's Pawn's game, and the Bishop's Gambit. Though some of these games are very indifferently played, they are, taken altogether, useful and valuable; and the very skilful manner in which various portions of the analysis are conducted, shows their author to have been a player of no ordinary powers. In order to appreciate a Chess author justly, we ought to measure him with regard to the age in which he lived. On this principle, we feel inclined to allow Ruy Lopez a higher meed of merit than has hitherto been awarded him.

We have mentioned that the only Chess authors extant of consequence, who belong to the sixteenth century, are Damiano and Lopez. The works of the other players of this century were unfortunately never printed, or we should probably have been in possession of writings on Chess worth more than those of the Portuguese and Spaniard. The sixteenth century was rich in great Chess Players. They were much patronized, and in high favor, both at the courts of Italy and Spain. Contemporary with Ruy Lopez were two Chess-players so renowned in its annals, that we cannot pass lightly over their chivalrous and romantic adventures. We allude to the celebrated Italian, *Leonardo*, and his compeer Paolo Boi, the Sicilian. They lived in a brilliant period of Chess history, during the pontificate of Gregory XIII, and in the reign of Philip II. of Spain; when Spanish and Italian Princes, Dukes, and Dons were rival Chess players, and were proud to entertain and reward Chess genius with sumptuous munificence. Let us look awhile at the chronicled lives of the three chief Chess heroes of the sixteenth century, Ruy Lopez, Leonardo, and Paolo Boi. Lopez, as every one knows, was the celebrated Chess-playing ecclesiastic of the Spanish Court, who actually received a bishopric at the hands of Philip II., in reward for his talent. He was a very subtle and accomplished artist in the game, excelled greatly in playing blindfold, appears to have thought very lightly of the skill of others, and at the time when he published his treatise was considered the first Chess-player in Europe. About this period, Lopez went to Rome, in order to solicit a benefice from the Pope. There was then at

Rome, a young man, from Cutri in Calabria, who had come to the Capital for the purpose of studying the law. The youth, however, whose name was Leonardo, had given much less attention to his profession, than to the game of Chess, in which he became so skilful as to defeat all the players round him, although he was but very young, and had therefore acquired the cognomen of *Il Puttino*, "the boy." Ruy Lopez, hearing the fame of this talented stripling, sought him out, and played with him two days together. The experience of the priest proved too much for the genius of the youthful Italian, and Leonardo was beaten completely. *Il Puttino*, who had, like all young players, overrated his own strength, was greatly distressed and immediately retired to Naples, where for two years or more, he devoted himself earnestly to the study and practice of Chess. Having made great advances in the game during that time, Leonardo set out for his native home in Calabria, when he heard that his brother had been taken by corsairs and chained to the oar. Leonardo instantly started forth to procure his ransom, and here his skill in Chess stood him in good stead. The Captain, or Rais, of the captive's galley was a Chess-player, a fact which the Calabrian soon discovered. Leonardo therefore having agreed with the pirate upon a price for his brother's ransom, proceeded to engage the corsair in play. They played for money, and the Rais was a man of honor. Leonardo succeeded not only in gaining from him his brother's ransom, but won 200 crowns beside. With this sum, he travelled like a valiant knight by sea and land to Spain—challenging and conquering Chess-players in every direction. At Lisbon he defeated a renowned player called *Il Moro*: he played with great success and admiration before Sebastian, King of Portugal, from whom he received the title of *Cavaliere errante* or "Knight errant." And now, crowned with honor and victory, he made his way to Madrid, and eagerly sought out his old antagonist—that subtle priest, Lopez, who had given him such a painful, humiliating discomfiture at Rome, about three years before. Sweet must have been the revenge which the Calabrian now took on the stern Spaniard. Three years of study and practice made the result of the *second* match very different from that of the *first*. The formerly victorious Ruy Lopez was beaten thoroughly, Leonardo defeating him in three games running, at one encounter, and that too in the presence of the King. What would not the Chess-players of the present day give for these celebrated games, the match between Leonardo and Lopez! On this occasion, as a reward for the talent he exhibited, Philip presented the victor with a thousand crowns besides jewels and furs. Thus patronised, the successful Leonardo continued his travels and increased his honors, until basely cut down by some envious hand in his native country. Visiting the palace of the Prince Bisignano in Calabria, he was there poisoned, at the age of forty-six.

Leonardo had only one equal, in his age,—a Chess Knight, as chivalrous, as much renowned, and as highly gifted as himself, and who outlived him many years—the celebrated Paolo Boi. An

account of his adventures and achievements is given by the Italian writer Salvio, to whom we are also indebted for the particulars of the life of Leonardo. Carrera, the Sicilian, too, favors us with the details of Paolo Boi's career, and gives an interesting description of the encounter between the two players in question.

Paolo Boi was victorious over Leonardo and Lopez, with both of whom he played matches. Both Leonardo and Boi literally travelled by sea and land, Alexander-like, in quest of new worlds to conquer.

Both wrote on Chess, but their works were unfortunately never printed, doubtless a heavy loss to Chess literature. Boi died at Naples, in 1598. About the close of the sixteenth century, we are told that there flourished many capital Chess players in the South of Europe, besides the brilliant stars of whom we have been speaking. Sarrazin mentions the names of Don Salvatore Albino, Thomas Caputa, Don Horatio Paterno, Don Blascoe Isfar, Zerone and Medrano (two Spaniards, noted for their skill in playing blindfold), Don Girolamo, Signor Mauro, Don Mariane Marano, Gianutio, Dr. Alessandro Salvio, and Don Pietro Carrera. The works of the last three of these eminent artists have descended to us.

There is one other writer of the sixteenth century, the Italian, Gianutio, whose *brochure* is still extant. Gianutio's work contains some few remarkably scientific moves and stratagems, but is on the whole as uninteresting and useless as it is scarce. The work appeared in 1597.

Early in the next century appeared the very superior treatise by Salvio. He was an Italian, and the greatest master of his time. His book, called *Il Puttino*, contains a history of Chess and Chess players of the highest interest; besides which he gives games and openings, even and at odds, all which are admirably played, and evince his rare fertility of genius and finished skill. Salvio's work was published first in 1604.*

The next author of importance, is Don Carrera, a Sicilian by birth. His elaborate compilation (a quarto of six hundred pages) appeared in 1617. It consists of an account of Chess and Chess players, a description of the pieces, games at odds, and even games, end games and positions, and many rules and cautions respecting play, along with much other curious information and anecdote.

About the same time as Carrera published his work, there appeared the treatise of Augustus, Duke of Brunswick. It was printed in German, at Leipsic, in 1616—the author styling himself Gustavus Selenus. The book is a quarto of some five hundred pages, and is very little known. Amid a great quantity of useless matter, there is said to be an occasional display of considerable skill. The next treatise on Chess which we have to notice in the order of time is that of the well-known and celebrated "Greco." This brilliant genius was a native of Calabria, in Italy. He was of very humble extraction, and, like some of his

* Probably both Salvio and Carrera were in their youth acquainted with Paolo Boi.

predecessors, owed his good fortune in life entirely to his chess talent. Greco published his collection of model games about the year 1680. He signalised himself by a course of brilliant victories at almost all the courts in Europe, and hardly met with his match anywhere. The copy of Greco's book, in our own possession, is the English translation, by Mr. Lewis; the best edition of Greco's valuable work that is extant.

After Greco we appear to come at once to comparatively modern times. In brilliant chess stars perhaps no century ever was so rich as the 18th. Early in this bright era the British Chess circle was graced by Captain Bertin, Mr. Cunningham, Lord Sunderland, and other distinguished amateurs. In France, Kermur, Legalle, and other Parisian artists of high skill, especially Philidor, threw a lustre upon Chess, that excited the attention of all Europe, while Italy, at the same period, was stamped with the names of Ponziani, Del Rio, Cozio, and Lolli; a constellation of Chess luminaries whose genius has never been surpassed. The credit of the East, at this period, was ably maintained by a very expert player, named Stamma, a native of Aleppo, in Syria.

Stamma's book contains many games or openings, some of which are extremely useful and scientific. His favourite *debut* is the Queen's Gambit, which he pronounces to be *the very best method* of beginning the game. His treatise also presents to the student's notice a hundred *situations*, or ends of games, many of which are of the most serviceable description—quite natural, and remarkably instructive—such, says Sarrazin, as ought to be known by every amateur. In the year 1747, Stamma tested his powers by a match with the celebrated Philidor. They played ten games together; all unfortunately lost to us, of which Stamma won only one, and drew one.

In 1749 Philidor published the first edition of his "Analysis of Chess," in French. But my limited space forbids my dwelling longer on Chess-works and Chess-players. Almost contemporary with Philidor were Del Rio, Ponziani, and Lolli, in Italy; Sir Abraham Jansen, Count Bruhl, Lord Seymour, Mr. Bowdler, Mr. Maseres and Mr. Atwood, the best English players of that day. Since the time of Philidor, the increased cultivation of the game of Chess has called forth many authors and players of high renown in almost every country in Europe. Mendheim, Silberschmidt, Allgaier, Bilguer, Heydebrandt, Haustein, Bledow, and Andersen in Germany; Deschappelles, Boncourt, Labourdonnais, Alexandre, and St. Amant among the French; Sarrazin, Lewes, M'Donnell, Walker, Fraser, Staunton, and Buckle, among the English; Szen, Grimm, and Lowenthal of Hungary; Petroff and Jaenisch, the Russian celebrities, have all, within late years, become names to us as familiar as household words. I would fain pause to dwell upon the excellent works of some of the above named authors, but this the limits of my letter prohibit; and indeed, Mr. Editor, such a recapitulation were superfluous, as, through the medium of your own, and similar periodicals, the particulars of modern Chess-literature are sufficiently well known and diffused. For

reasons known to yourself, sir, the present must be the last of my letters on the History and Literature of Chess. I am aware of their many defects and imperfections, and that the subject still affords ample scope for abler pens than my own. Yet I cannot conclude this little series of essays without expressing the hope that, from their perusal, your readers may have derived some portion of that pleasure and entertainment which I have always experienced from the study of the other departments of your instructive and meritorious magazine.

I am, &c.,

B. S. P.

NEW SYSTEM OF CHESS NOTATION.

SIR,—Will you permit me to submit for your consideration a proposition for a new system of chess notation.

The chief difficulty in recording games occurs mostly at the opening moves, which are generally made by experienced players, with great rapidity; but I fully believe that the system which I propose would enable any person, with a little practice, to take down the whole of a game with the greatest facility, however rapidly played.

The numerals in the following diagram, 1, 2, 3, 4, 5, 6, 7, 8, may be used to denote the several Pieces, whilst the sign 0 may represent the Pawn.



It will be perceived that the two Rooks are represented by the figures 1 and 8; the Knights by 2 and 7; the Bishops by 3 and 6; the Queen by 4; and the King by 5.

Castling will only require the use of the figures 4 and 5; 4 will denote that the King Castles on the Queen side, and 5 on the King side.

We will, for example's sake, suppose that White's King's Knight plays to K. B. third, that move will be represented in the new system by 7'6'3. The move of Black Kt. to Q. B. third, will be indicated by 2'3'3.

The following game, which I now submit to your readers, in both systems of notation, will, in my humble opinion, establish the superiority of the new over the old system, both as regards brevity and simplicity.

I may add, that checking and taking may be represented by the signs already in use, namely, $\times$ takes, $+$ checks.

I am, &c., J. W. S.

<i>White.</i>	<i>Black.</i>	<i>White.</i>	<i>Black.</i>
1 P. to K. fourth	1 P. to K. fourth	1, 0 . 5 . 4	1, 0 . 5 . 4
2 Kt. to K. B. third	2 Kt. to Q. B. third	2, 7 . 6 . 3	2, 2 . 3 . 3
3 B. to Q. B. fourth	3 B. to Q. B. fourth	3, 6 . 3 . 4	3, 6 . 3 . 4
4 P. to Q. B. fourth	4 B. takes P.	4, 0 . 2 . 4	4, 6 . $\times$
5 Castles	5 P. to Q. third	5, . 5 .	5, 0 . 4 . 3
6 P. to Q. B. third	6 B. to Q. B. fourth	6, 0 . 3 . 3	6, 6 . 3 . 4
7 P. to Q. fourth.	7 P. takes P.	7, 0 . 4 . 4	7, 0 . $\times$. 0
8 P. takes P.	8 B. to Q. B. third	8, 0 . $\times$. 0	8, 6 . 2 . 3
9 Q. to Q. Kt. third	9 Q. to K. second	9, 4 . 2 . 3	9, 4 . 5 . 2
10 B. to Q. Kt. second	10 Kt. to K. B. third	10, 3 . 2 . 2	10, 7 . 6 . 3
11 P. to K. fifth	11 P. takes P.	11, 0 . 5 . 5	11, 0 . $\times$. 0
12 P. takes P.	12 Kt. to K. fifth	12, 0 . $\times$. 0	12, 7 . 5 . 5
13 B. to Q. R. third	13 Kt. to Q. B. fourth	13, 3 . 1 . 3	13, 7 . 3 . 4
14 Q. to Q. B. second	14 B. to K. third	14, 4 . 3 . 2	14, 3 . 5 . 3
15 B. to Q. B. fifth	15 B. to Q. fourth	15, 6 . 2 . 5	15, 3 . 4 . 4
16 Q. Kt. to Q. second	16 Castles (Q. R.)	16, 2 . 4 . 2	16, . 4 .
17 Q. R. to Q. B. sq.	17 B. takes K. Kt.	17, 1 . 3 .	17, 8 . $\times$. 7
18 Kt. takes B.	18 K. to Q. fourth	18, 2 . $\times$. 3	18, 1 . 4 . 4
19 B. takes Q. Kt.	19 P. takes B.	19, 6 . $\times$. 2	19, 0 . $\times$. 6
20 Q. to Q. B. fourth	20 K. to Kt. second	20, 4 . 3 . 4	20, 5 . 2 . 2
21 R. to Q. Kt. square	21 K. to R. square	21, 1 . 2 .	21, 5 . 1 .
22 P. to K. R. third	22 Q. to Q. second	22, 0 . 8 . 3	22, 4 . 4 . 2
23 R. to Q. Kt. second	23 R. to Q. eighth	23, 1 . 2 . 2	23, 1 . 4 . 8
24 B. takes Kt.	24 R. takes B. (check)	24, 3 . $\times$. 7	24, 1 . $\times$. 8 $+$
25 K. takes R.	25 Q. to Q. eighth (check)	25, 5 . $\times$. 1	25, 4 . 4 . 8 $+$
26 Kt. to K. square	26 B. to Q. R. fourth	26, 2 . 5 .	26, 6 . 1 . 4
27 B. to Q. B. fourth		27, 3 . 2 . 4	

And Black resigns.

And Black resigns.

[The system of notation proposed by our correspondent, although ingenious, is defective in various points. Many of the incidents of the game are unrepresented by any symbol; for instance, there is no sign to indicate check by discovery, double check, or taking *en passant*. Moreover, it appears to us that it would be somewhat difficult after many moves had been played, to distinguish which was Knight 7 or Knight 2, or which was Rook 1 or Rook 8. But perhaps the use of the Staunton Chess-men might overcome this difficulty.—Ed.]

GAME PLAYED BETWEEN MESSRS. HILLEL AND SEABO.

(*Evans' Gambit.*)

Black (Mr. H.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. Kt. fourth
- 5 P. to Q. B. third
- 6 P. to Q. fourth
- 7 Castles
- 8 Q. to Q. Kt. third
- 9 Kt. takes P.
- 10 Q. takes B.
- 11 P. to K. fifth
- 12 Kt. to K. Kt. fifth (a)
- 13 P. to K. B. fourth
- 14 Kt. takes K. R. P.
- 15 Kt. to K. Kt. fifth
- 16 P. takes P.
- 17 B. to Q. Kt. third
- 18 B. to Q. R. fourth (ch.) (c)
- 19 B. to Q. B. second
- 20 Q. takes B.
- 21 Q. to Q. Kt. third
- 22 P. to K. R. third
- 23 R. to Q. Kt. square
- 24 Kt. to K. sixth
- 25 B. to K. Kt. fifth
- 26 K. R. to Q. B. square
- 27 Kt. to Q. fourth
- 28 Q. to Q. R. third
- 29 Kt. to Q. Kt. fifth (e)
- 30 Q. takes Q. R. P.
- 31 Q. takes Kt.
- 32 K. to B. second
- 33 R. takes R.
- 34 Q. takes Q.

White (Mr. S.)

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 B. to Q. B. fourth
- 4 B. takes Q. Kt. P.
- 5 B. to Q. R. fourth
- 6 P. takes P.
- 7 P. takes P.
- 8 Q. to K. second
- 9 B. takes Kt.
- 10 P. to K. B. third
- 11 P. takes P.
- 12 Kt. to K. R. third
- 13 R. to K. B. square (b)
- 14 R. to K. R. square
- 15 P. to Q. third
- 16 Kt. takes P.
- 17 B. to K. B. fourth
- 18 P. to Q. B. third
- 19 B. takes B.
- 20 Castles on Q. side
- 21 K. Kt. to K. Kt. fifth
- 22 K. Kt. to K. B. third
- 23 K. Kt. to Q. fourth
- 24 Q. R. to K. square (d)
- 25 Q. to Q. second
- 26 Kt. to Q. Kt. third
- 27 Q. to K. B. second
- 28 Q. to Q. fourth
- 29 Kt. from K. fourth to Q. B. 5
- 30 P. takes Kt.
- 31 R. to K. eighth (check)
- 32 R. takes R.
- 33 Q. to Q. B. fourth (ch.) (f)
- 34 P. takes Q.

Black. (Mr. H.)

- 35 P. to Q. R. fourth
- 36 P. takes P.
- 37 R. to Q. R. square
- 38 R. to K. square
- 39 K. to Kt. square
- 40 R. to Q. Kt. square
- 41 B. to K. seventh
- 42 B. to K. R. fourth
- 43 R. to K. square
- 44 R. to Q. Kt. square
- 45 R. to Q. B. square
- 46 B. to K. Kt. third
- 47 B. to K. fifth
- 48 P. to K. Kt. fourth
- 49 P. to K. R. fourth
- 50 B. to Q. B. third
- 51 R. takes Kt.

White. (Mr. S.)

- 35 P. to Q. Kt. third
- 36 Kt. to Q. third
- 37 K. to Q. Kt. second
- 38 R. to K. B. square (check)
- 39 R. to K. B. second
- 40 R. to K. B. fourth
- 41 Kt. to Q. B. square
- 42 Kt. to Q. R. second
- 43 R. to K. B. second
- 44 P. to Q. B. fifth
- 45 R. to Q. B. second
- 46 R. to Q. B. square
- 47 P. to K. Kt. third
- 48 Kt. takes P.
- 49 R. to Q. B. fourth
- 50 Kt. takes B.
- 51 P. to Q. Kt. fourth

And wins.

(a) This was not his best move. He ought now to have played B. to K. Kt. fifth, and taken the K. P. with Kt. next move.

(b) Badly played.

(c) So much loss of time for the mere sake of giving check, cannot fail in the end to be disadvantageous.

(d) Why not play this Rook to Q. second?

(e) This and the two or three preceding moves are very neatly played by Black.

(f) The shorter method would have been to take B. with Q.

THREE CHESS LESSONS FOR JUVENILES.

BISHOP'S GAMBIT.

White.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 K. to K. B. square

Black.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Q. to K. R. fourth (check)
- 4 B. to Q. B. fourth (a)

(a) Inferior play, as Black loses many moves. The weakness of this move will be exhibited in the game which follows this lesson.

- 5 P. to Q. fourth
- 6 Kt. to K. B. third

- 5 B. to Q. Kt. third
- 6 Q. to K. second (b)

(b) About the best move : should Black attempt to defend the Gambit Pawn, by playing Q. to K. R. third, White would reply by the winning move of Kt. to K. fifth.

White.

- 7 Kt. to Q. B. third
- 8 B. takes Gambit P.
- 9 Kt. to Q. fifth
- 10 Q. to Q. third
- 11 R. to K. square
- 12 Kt. to K. Kt. fifth
- 13 Q. takes P. (check)
- 14 Kt. to K. seventh

Black.

- 7 Kt. to K. B. third
- 8 Kt. takes K. P.
- 9 Q. to Q. square
- 10 P. to K. B. fourth
- 11 K. to K. B. square
- 12 Kt. takes Kt.
- 13 Kt. to K. B. second
- 14 Q. to K. square (c)

(c) Were Black to take Kt. with Queen, White would take Q. with R., and mate in two moves.

- 15 Kt. to K. Kt. sixth (check)
- 16 R. takes Q. (check)
- 17 Q. takes Kt. (check)
- 18 Bishop mates.

- 15 P. takes Kt.
- 16 K. takes R.
- 17 K. to Q. square

A lively example of the Bishop gambit lately played at Kling's Chess room.

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 B. to Q. B. fourth
- 4 K. to B. square
- 5 P. to Q. fourth
- 6 Kt. to Q. B. third
- 7 Kt. to K. B. third
- 8 Kt. to K. fifth
- 9 Q. to K. B. third
- 10 B. takes gambit P.
- 11 Kt. takes K. B. P.
- 12 P. to K. fifth
- 13 Kt. takes P.
- 14 B. takes Kt.
- 15 Q. takes Q. and wins.

- 1 P. to K. fourth
- 2 P. takes P.
- 3 Q. to K. R. fifth (check)
- 4 B. to Q. B. fourth (a)
- 5 B. to Q. Kt. third
- 6 Kt. to K. B. third (b)
- 7 Q. to K. R. third (c)
- 8 Castles
- 9 B. takes P.
- 10 Q. to K. R. fifth
- 11 R. takes Kt.
- 12 P. to Q. fourth (d)
- 13 Kt. takes Kt.
- 14 Q. takes B.

(a) The move referred to in the preceding lesson is bad, it allows White to occupy the centre of the board with his Pawn.

(b) P. to Q. third was better play.

(c) The only move to save the Pawn.

(d) Black should have taken Kt. with Bishop.

ALGAIER GAMBIT.

<i>White.</i>	<i>Black.</i>
1 P. to K. fourth	1 P. to K. fourth
2 P. to K. B. fourth	2 P. takes P.
3 Kt. to K. B. third	3 P. to K. Kt. fourth
4 P. to K. R. fourth	4 P. to K. Kt. fifth
5 Kt. to K. fifth	5 P. to K. R. fourth
6 B. to Q. B. fourth	6 Kt. to K. R. third
7 P. to Q. fourth	7 P. to Q. third
8 Kt. to Q. third	8 P. to K. B. sixth
9 P. takes P.	9 B. to K. second
10 B. to K. B. fourth (a)	10 B. takes R. P. (check)
11 K. to Q. second	11 B. to Q. second (b)
12 Q. to K. second (c)	12 B. to K. Kt. fourth
13 R. takes R. P.	13 B. takes B. (check)
14 Kt. takes B.	14 Kt. to Q. B. third
15 P. to Q. B. third (d)	15 Q. to K. B. third
16 Q. to K. R. second	16 Castles (Q. R.)

And has the best game.

(a) Had White played 10 B. to K. third, which some authors prefer, the following would probably have been the mode of play.

<i>White.</i>	<i>Black.</i>
10	10 B. takes R. P. (check)
11 K. to Q. second	11 P. takes P.
12 Q. takes P.	12 B. to K. Kt. fifth
13 Q. to K. B. fourth	13 R. to K. R. second
14 Kt. to Q. B. third	14 Kt. to Q. second
15 P. to K. fifth	15 Kt. to Q. Kt. third
16 B. to Q. Kt. third	16 Kt. to K. B. fourth

With the best game.

(b) This ingenious move which at once decides the game in Black's favour, was recently played by Herr Mayet in an encounter with V. der Lasa.

(c) Q. to K. Kt. square might also be tried.

(d) If White were to play 15 Q. to K. R. second, the following moves would probably ensue.

<i>White.</i>	<i>Black.</i>
15	15 Q. to K. B. third
16 Kt. to Q. fifth	16 Q. takes Q. P. (check)
17 B. to Q. third	17 Castles (Q. R.)
18 R. takes Kt.	18 P. to K. Kt. sixth
19 Q. to K. R. fourth	19 R. takes R.
20 Q. takes R.	20 P. to K. Kt. seventh

And has a decidedly winning position.

K. KT.'S OPENING.

*White.**Black.*

- | | | |
|----------------------|--|--------------------------|
| 1 P. to K. fourth | | 1 P. to K. fourth |
| 2 Kt. to K. B. third | | 2 Kt. to Q. B. third |
| 3 B. to Q. B. fourth | | 3 Kt. to K. B. third (a) |

(a) Black's best move here is B. to Q. B. fourth; he might also play B. to K. second with safety.

- | | | |
|-----------------------|--|----------------|
| 4 Kt. to K. Kt. fifth | | 4 Kt. takes P. |
|-----------------------|--|----------------|

If now White take B. P. with Knight (seemingly a strong move, as it attacks Q. with R.), Black would obtain the better game by playing Q. to K. R. fifth.

- | | | |
|-----------------------|--|-------------------|
| 5 B. takes P. (check) | | 5 K. to K. second |
| 6 P. to Q. fourth (b) | | |

(b) Walker, and other authors, here recommend P. to Q. third, which we do not think so effective. Any other move than 6. P. to Q. fourth favours the development of Black's game.

- | | | |
|---------------------------|--|--------------------------------------|
| 6 | | 6 P. takes P. (or A. B. C. D. E. F.) |
| 7 Q. to K. 2nd, and wins. | | |

(A)

- | | | |
|-----------------------------|--|----------------------|
| 6 | | 6 Kt. takes P. |
| 7 P. to Q. B. third | | 7 Kt. to Q. B. third |
| 8 B. to Q. fifth, and wins. | | |

(B)

- | | | |
|----------------------------|--|-------------------|
| 6 | | 6 P. to Q. fourth |
| 7 P. takes P., and wins P. | | |

(C)

- | | | |
|---|--|---------------------|
| 6 | | 6 P. to K. R. third |
| 7 Kt. takes Kt. | | 7 K. takes B. |
| 8 P. to Q. fifth | | 8 Kt. to Q. second |
| 9 Q. to K. R. fifth (check) and wins P. | | |

(D)

- | | | |
|---------------------------------|--|----------------------|
| 6 | | 6 P. to Q. third |
| 7 B. to Q. fifth | | 7 Kt. to K. B. third |
| 8 Kt. to K. B. seventh | | 8 Q. to Q. second |
| 9 B. to K. Kt. fifth, and wins. | | |

(E)

- | | | |
|----------------------------|--|-------------------|
| 6 | | 6 Kt. to Q. third |
| 7 Kt. to K. 6th, and wins. | | |

(F)

- | | | |
|--------------------------|--|----------------------|
| 6 | | 6 Kt. to K. B. third |
| 7 P. takes P. | | 7 Kt. takes P. |
| 8 Q. to K. 2nd, and wins | | |

MATCH BETWEEN MESSRS. LOWENTHAL AND
HARRWITZ.

(Continued from page 155.)

THIRTEENTH GAME.

White. (Mr. L.)

- 1 P. to K. fourth
- 2 P. to K. B. fourth
- 3 Kt. to K. B. third
- 4 B. to Q. B. fourth
- 5 P. to Q. fourth
- 6 P. to K. fifth
- 7 P. takes P.
- 8 Castles
- 9 Kt. to K. Kt. fifth
- 10 Q. to K. B. third
- 11 Q. to K. Kt. third
- 12 Kt. to Q. second
- 13 K. Kt. to K. fourth
- 14 Kt. to Q. Kt. third
- 15 K. to K. R. square
- 16 B. to Q. second
- 17 B. to Q. third
- 18 P. to Q. R. fourth
- 19 K. R. to Q. B. square
- 20 Kt. to K. B. sixth
- 21 P. takes Kt.
- 22 Q. takes Q.
- 23 Kt. takes R. P.
- 24 Kt. to Q. B. fourth
- 25 P. takes Kt.
- 26 Kt. to K. fourth
- 27 Kt. to Q. sixth
- 28 K. R. to K. B. square
- 29 Kt. to K. B. fifth
- 30 R. takes B.
- 31 R. takes P.
- 32 B. to K. square
- 33 R. to K. sixth
- 34 R. takes R. P.
- 35 R. to Q. square
- 36 B. to Q. second
- 37 B. takes P.
- 38 P. to K. R. fourth
- 39 R. to R. eighth (check)
- 40 B. to Q. eighth

Black. (Mr. H.)

- 1 P. to K. fourth
- 2 B. to Q. B. fourth
- 3 P. to Q. third
- 4 Kt. to K. B. third
- 5 P. takes Q. P.
- 6 P. takes P.
- 7 Kt. to Q. fourth
- 8 B. to K. third
- 9 Q. to Q. second
- 10 Kt. to Q. B. third
- 11 Castles (Q. R.)
- 12 P. to K. R. third
- 13 B. to Q. Kt. third
- 14 P. to K. Kt. fourth
- 15 Q. Kt. to Q. Kt. fifth
- 16 Q. to Q. B. third
- 17 K. to Kt. square
- 18 P. to Q. R. fourth
- 19 Kt. to K. sixth
- 20 Kt. takes B.
- 21 Q. takes P. (check)
- 22 Kt. takes Q.
- 23 Kt. to K. sixth
- 24 Kt. takes Kt.
- 25 P. to Q. B. fourth
- 26 B. to Q. second
- 27 K. R. to K. B. square
- 28 P. to K. B. third
- 29 B. takes Kt.
- 30 P. takes P.
- 31 R. to K. B. seventh
- 32 R. takes Kt. P.
- 33 B. to Q. B. second
- 34 P. to Q. sixth
- 35 R. to Q. B. seventh
- 36 R. takes P.
- 37 R. to Q. fourth
- 38 B. to K. B. fifth
- 39 K. to R. second
- 40 P. to Q. seventh

White resigns.

N

FOURTEENTH GAME.

Black (Mr. H.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. Kt. fifth
- 4 P. to Q. third
- 5 Castles
- 6 P. takes P.
- 7 Kt. to Q. B. third
- 8 B. to Q. B. fourth
- 9 P. to K. R. third
- 10 Q. takes B.
- 11 P. to Q. R. third
- 12 Q. to Q. third
- 13 P. to K. B. fourth
- 14 Q. B. takes P.
- 15 B. to K. third
- 16 P. to K. fifth
- 17 Q. to K. B. fifth
- 18 B. takes Q. P.
- 19 B. takes Kt.
- 20 K. to R. square
- 21 Kt. to Q. fifth
- 22 B. takes R.
- 23 B. to K. B. third
- 24 K. R. to K. square
- 25 Q. R. to Q. Kt. square
- 26 K. R. to Q. square
- 27 R. to Q. eighth (check)
- 28 Q. to Q. seventh (check)
- 29 Q. to Q. B. fifth (check)

White (Mr. L.)

- 1 P. to K. fourth
- 2 Kt. to Q. B. third
- 3 P. to K. B. fourth
- 4 Kt. to K. B. third
- 5 P. takes P.
- 6 P. to Q. third
- 7 B. to K. second
- 8 B. to K. Kt. fifth
- 9 B. takes Kt.
- 10 Q. to Q. second
- 11 Kt. to Q. fifth
- 12 Kt. to K. third
- 13 P. takes P.
- 14 Castles (Q. R.)
- 15 K. to Kt. square
- 16 Kt. to K. square
- 17 P. to Q. fourth
- 18 B. to Q. B. fourth
- 19 B. takes B. (check)
- 20 Q. to K. second
- 21 R. takes Kt.
- 22 P. to Q. B. third
- 23 B. to Q. fifth
- 24 B. takes Q. Kt. P.
- 25 Q. takes R. P.
- 26 R. to K. B. square
- 27 K. to B. second
- 28 K. to Kt. third

White resigns.

FIFTEENTH GAME.

White (Mr. L.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. Kt. fifth
- 4 Kt. takes Kt.
- 5 Castles.
- 6 P. to Q. third
- 7 Kt. to Q. second
- 8 B. to Q. R. fourth

Black (Mr. H.)

- 1 P. to Q. B. fourth
- 2 Kt. to Q. B. third
- 3 Kt. to Q. fifth
- 4 P. takes Kt.
- 5 P. to K. third
- 6 Kt. to K. second
- 7 P. to Q. R. third
- 8 P. to Q. Kt. fourth

White. (Mr. L.)

- 9 B. to Q. Kt. third
- 10 Kt. to K. B. third
- 11 B. to Q. second
- 12 P. to Q. B. third
- 13 R. to Q. B. square
- 14 P. takes P.
- 15 Kt. takes Kt.
- 16 B. to Q. B. third
- 17 Q. to Q. second
- 18 P. to Q. R. third
- 19 B. takes B.
- 20 Q. to Q. B. third
- 21 R. takes Q.
- 22 B. to Q. R. second
- 23 R. to Q. B. seventh
- 24 P. to K. B. fourth
- 25 K. R. to Q. B. square
- 26 K. to K. B. second
- 27 P. to Q. fourth
- 28 R. takes R.
- 29 K. to K. third
- 30 P. takes P.
- 31 R. to Q. B. second
- 32 B. to Q. B. fourth
- 33 P. to K. Kt. third
- 34 K. to Q. second
- 35 B. to Q. third
- 36 P. to K. Kt. fourth
- 37 K. to B. third
- 38 K. to Q. second
- 39 B. takes B.
- 40 K. to B. square
- 41 R. to Q. second
- 42 R. to Q. third
- 43 P. to K. B. fifth
- 44 P. takes P.
- 45 P. takes P.
- 46 R. to K. R. third
- 47 R. takes P.
- 48 R. takes P.

Black. (Mr. H.)

- 9 Kt. to Q. B. third
- 10 B. to K. second
- 11 Castles
- 12 B. to Q. B. fourth
- 13 P. to Q. third
- 14 Kt. takes P.
- 15 B. takes Kt.
- 16 Q. to Q. Kt. third
- 17 P. to Q. R. fourth
- 18 P. to K. R. third
- 19 Q. takes B.
- 20 Q. takes Q.
- 21 P. to Q. R. fifth
- 22 B. to Q. second
- 23 K. R. to Q. square
- 24 Q. R. to Q. B. square
- 25 K. to K. B. square
- 26 K. to K. second
- 27 R. takes R.
- 28 R. to Q. Kt. square
- 29 P. to Q. Kt. fifth
- 30 R. takes P.
- 31 P. to K. B. third
- 32 P. to K. Kt. third
- 33 R. to Q. Kt. third
- 34 B. to B. third
- 35 K. to Q. second
- 36 R. to Q. Kt. fifth
- 37 R. to Kt. sixth (check)
- 38 B. to Q. Kt. fourth
- 39 R. takes B.
- 40 R. to Q. Kt. fifth
- 41 K. to B. third
- 42 K. to Kt. fourth
- 43 Kt. P. takes P.
- 44 P. takes P.
- 45 K. to B. third
- 46 R. takes P.
- 47 K. to Q. fourth
- 48 R. to K. R. fifth

And after a few more moves the Game was drawn.

SIXTEENTH GAME.

Black (M. H.)

- 1 P. to Q. fourth
- 2 P. to Q. B. fourth
- 3 Kt. to Q. B. third
- 4 B. to K. B. fourth
- 5 P. to K. third
- 6 Kt. to K. B. third
- 7 P. to Q. R. third
- 8 P. takes B P.
- 9 P. to Q. Kt. fourth
- 10 B. takes B.
- 11 P. to Q. B. fifth
- 12 B. to K. second
- 13 Castles
- 14 R. to Q. B. square
- 15 R. to K. square
- 16 Q. to Q. B. second
- 17 P. to Q. Kt. fifth
- 18 Kt. takes P.
- 19 Kt. to Q. second
- 20 Q. takes Kt.
- 21 B. to K. B. third
- 22 Q. to Q. Kt. fourth
- 23 Q. R. to Q. Kt. square
- 24 P. takes P.
- 25 Q. R. to Q. B. square
- 26 Kt. takes P.
- 27 Q. takes R.
- 28 K. takes R. (check)
- 29 Kt. takes B.
- 30 B. to K. fourth (check)
- 31 K. R. to Q. B. square
- 32 Q. R. to Q. B. seventh
- 33 K. R. to Q. square

White (Mr. L.)

- 1 P. to Q. fourth
- 2 P. to K. third
- 3 Kt. to K. B. third
- 4 P. to Q. R. third
- 5 P. to Q. B. fourth
- 6 Kt. to Q. B. third
- 7 B. to K. second
- 8 B. takes P.
- 9 B. to Q. third
- 10 Q. takes B.
- 11 Q. to K. second
- 12 Castles
- 13 R. to Q. square
- 14 P. to K. fourth
- 15 P. to K. R. third
- 16 B. to K. third
- 17 P. takes P.
- 18 Kt. to K. fifth
- 19 Kt. takes Kt.
- 20 P. to Q. fifth
- 21 Kt. to Q. R. fourth
- 22 Kt. to Q. Kt. sixth
- 23 Kt. takes P.
- 24 P. takes P.
- 25 K. R. to Q. B. square
- 26 R. to Q. R. fifth
- 27 Kt. takes Q.
- 28 K. to R. second
- 29 P. takes Kt.
- 30 P. to K. Kt. third
- 31 Kt. to Q. Kt. third
- 32 Kt. to Q. second

White resigns.

SEVENTEENTH GAME.

White (Mr. L.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 Kt. to Q. B. third
- 5 P. to Q. third

Black (Mr. H.)

- 1 P. to K. fourth
- 2 P. to Q. third
- 3 B. to K. second
- 4 Kt. to K. B. third
- 5 Castles

White (Mr. L.)

- 6 P. to K. R. third
- 7 B. to K. Kt. fifth
- 8 B. takes Kt.
- 9 B. to Q. Kt. third
- 10 Kt. to K. second
- 11 B. takes B.
- 12 P. to Q. B. third
- 13 Q. to Kt. third
- 14 Castles (K. R.)
- 15 Q. takes Q.
- 16 P. to K. Kt. third
- 17 P. takes P.
- 18 Kt. to Q. second
- 19 P. to Q. Kt. third
- 20 K. R. to Q. square
- 21 P. to K. R. fourth
- 22 R. takes B.
- 23 Kt. to Q. B. square
- 24 R. to Q. Kt. square
- 25 Q. R. to Q. Kt. second
- 26 P. to Q. B. fourth
- 27 P. to Q. Kt. fourth
- 28 R. takes P.
- 29 Kt. to Q. third
- 30 R. takes P. (check)
- 31 R. to Q. B. second
- 32 Kt. to Q. Kt. second
- 33 R. takes Q. B. P.
- 34 R. takes K. R.
- 35 R. takes Kt. (check)
- 36 R. to Q. R. eighth
- 37 P. to K. B. third
- 38 R. to Q. R. fifth
- 39 . to K. Kt. fourth
- 40 R. to Q. R. seventh

Black (Mr. H.)

- 6 Kt. to Q. B. third
- 7 B. to K. third
- 8 B. takes Q. B.
- 9 Kt. to K. second
- 10 P. to Q. B. third
- 11 P. takes B.
- 12 P. to Q. fourth
- 13 Q. to Kt. third
- 14 Kt. to K. Kt. third
- 15 P. takes Q.
- 16 P. takes P.
- 17 Q. R. to R. fifth
- 18 B. to K. Kt. fourth
- 19 Q. R. to R. third
- 20 P. to Q. Kt. fourth
- 21 B. takes Kt.
- 22 K. R. to Q. R. square
- 23 Kt. to K. B. square
- 24 P. to Q. B. fourth
- 25 K. to B. second
- 26 R. to R. fourth
- 27 P. takes Kt. P.
- 28 R. to Q. B. square
- 29 P. takes P.
- 30 K. to B. third
- 31 R. to R. sixth
- 32 R. takes P.
- 33 R. takes Kt.
- 34 R. takes R.
- 35 K. to K. second
- 36 R. to Q. Kt. fifth
- 37 R. to Q. Kt. seventh
- 38 K. to B. third
- 39 P. to K. R. third
- 40 P. to K. Kt. fourth

Drawn game.

EIGHTEENTH GAME.

Black (Mr. H.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 Q. takes P.
- 5 P. to K. fifth
- 6 B. to K. third

White (Mr. L.)

- 1 P. to K. fourth
- 2 P. to Q. third
- 3 P. takes P.
- 4 Kt. to K. B. third
- 5 Q. to K. second
- 6 P. takes P.

Black (Mr. H.)

- 7 Kt. takes P.
- 8 Q. Kt. to Q. second
- 9 Q. B. takes Q.
- 10 K. B. to Q. third
- 11 P. to Q. B. fourth
- 12 P. to K. B. fourth
- 13 B. to Q. B. third
- 14 Kt. takes Kt.
- 15 K. B. to Q. B. second
- 16 Q. B. takes Kt.
- 17 Castles Q. R.
- 18 K. R. to K. square
- 19 P. to Q. Kt. third
- 20 P. to K. Kt. third
- 21 K. R. to K. B. square
- 22 Kt. to K. fourth
- 23 R. takes R.
- 24 K. takes R.

White (Mr. L.)

- 7 Q. to Q. Kt. fifth
- 8 Q. takes Q.
- 9 B. to K. third
- 10 K. B. to K. second
- 11 Castles
- 12 K. R. to Q. square
- 13 Q. Kt. to Q. second
- 14 R. takes Kt.
- 15 P. to K. Kt. third
- 16 B. takes Q. B.
- 17 B. to Q. fifth
- 18 B. to K. Kt. second
- 19 B. to K. R. third
- 20 Q. R. to Q. square
- 21 B. to K. Kt. second
- 22 R. takes R. (check)
- 23 R. takes R. (check)

And the game was ultimately drawn.

NINETEENTH GAME.

White (Mr. L.)

- 1 P. to Q. B. fourth
- 2 P. to K. third
- 3 Kt. to Q. B. third
- 4 P. to K. Kt. third
- 5 B. to K. Kt. second
- 6 Kt. to K. R. third
- 7 Castles
- 8 P. to Q. third
- 9 P. to Q. R. third
- 10 B. to Q. second
- 11 Q. R. to Q. Kt. square
- 12 Kt. to K. second
- 13 B. to Q. B. third
- 14 P. to Q. fourth
- 15 P. takes P.
- 16 P. to Q. B. fifth
- 17 P. takes P.
- 18 Q. to Q. B. second
- 19 B. takes Q. Kt.
- 20 P. to Q. Kt. fourth
- 21 Q. to Q. Kt. second
- 22 R. takes B.
- 23 P. takes P.

Black (Mr. H.)

- 1 P. to K. B. fourth
- 2 P. to Q. B. fourth
- 3 Kt. to K. B. third
- 4 Kt. to Q. B. third
- 5 P. to K. third
- 6 B. to K. second
- 7 Q. to Q. Kt. third
- 8 Castles
- 9 P. to Q. third
- 10 B. to Q. second
- 11 P. to Q. R. fourth
- 12 P. to K. R. third
- 13 P. to K. Kt. fourth
- 14 P. takes P.
- 15 Q. to Q. R. third
- 16 P. takes P.
- 17 Q. R. to Q. square
- 18 Kt. to K. Kt. fifth
- 19 B. takes B.
- 20 B. to K. fifth
- 21 B. takes R.
- 22 P. takes P.
- 23 Q. to Q. sixth

White (Mr. L.)

- 24 R. to K. square
- 25 B. takes B.
- 26 Kt. to Q. B. square
- 27 Q. to Q. B. third
- 28 Q. takes Q.
- 29 Kt. to Kt. third
- 30 Kt. to Q. R. fifth
- 31 Kt. takes P.
- 32 R. to Q. B. square
- 33 Kt. to Q. sixth
- 34 Kt. takes Kt.
- 35 P. to Q. B. sixth
- 36 P. to K. B. fourth
- 37 R. to Q. B. fifth
- 38 P. takes P.
- 39 Kt. to Kt. fifth
- 40 R. takes P. (check)
- 41 P. to Q. Kt. fifth

Black (Mr. H.)

- 24 B. to K. B. third
- 25 R. takes B.
- 26 Q. to Q. fourth
- 27 Q. to Q. seventh
- 28 R. takes Q.
- 29 R. to Q. Kt. seventh
- 30 P. to K. fourth
- 31 P. to K. fifth
- 32 Kt. to K. fourth
- 33 Kt. to K. B. second
- 34 R. takes Kt.
- 35 R. to Q. B. second
- 36 P. takes P. (*en passant*)
- 37 P. to K. B. fifth
- 38 P. to K. Kt. fifth
- 39 P. takes Kt.
- 40 K. to B. second
- 41 R. to Q. R. second

White resigns.

TWENTIETH GAME.

Black (Mr. H.)

- 1 P. to Q. fourth
- 2 P. to Q. B. fourth
- 3 Kt. to Q. B. third
- 4 B. to K. B. fourth
- 5 P. to K. third
- 6 B. takes P.
- 7 P. takes B.
- 8 Kt. to K. second
- 9 Castles
- 10 Kt. takes Kt.
- 11 Kt. to R. fifth
- 12 P. to K. B. fourth
- 13 B. P. takes P.
- 14 Q. to K. B. third
- 15 Kt. to K. Kt. third
- 16 Kt. to K. fourth
- 17 P. to K. Kt. third
- 18 P. to Q. fifth
- 19 Kt. to B. second
- 20 K. B. to K. second
- 21 P. to K. fourth
- 22 Q. to Q. B. third

White (Mr. L.)

- 1 P. to Q. fourth
- 2 P. to K. third
- 3 Kt. to K. B. third
- 4 B. to Q. Kt. fifth
- 5 P. takes P.
- 6 B. takes Kt. (check)
- 7 K. Kt. to Q. fourth
- 8 Kt. to Q. B. third
- 9 K. Kt. takes B.
- 10 P. to K. fourth
- 11 Castles
- 12 P. takes Q. P.
- 13 Q. to K. second
- 14 P. to K. Kt. third
- 15 Q. to K. R. fifth
- 16 K. to K. Kt. second
- 17 Q. to K. second
- 18 B. to K. B. fourth
- 19 Kt. to Q. R. fourth
- 20 K. R. to K. square
- 21 P. to K. B. third
- 22 P. to Q. Kt. third

Black (Mr. H.)

- 23 B. to K. B. third
- 24 P. to K. fifth
- 25 K. R. to K. square
- 26 P. to Q. sixth
- 27 P. takes Kt.
- 28 Q. R. to Q. square
- 29 Q. takes R.
- 30 Q. to Q. B. third
- 31 B. to Q. Kt. seventh
- 32 Q. takes Q. B. P.
- 33 R. to Q. B. square
- 34 Q. takes Q. (check)
- 35 R. checks
- 36 B. to Q. fifth
- 37 Kt. to K. fourth
- 38 Kt. to Q. sixth
- 39 P. to K. B. fifth
- 40 K. to B. second

White (Mr. L.)

- 23 B. to Q. second
- 24 Q. R. to Q. B. square
- 25 Kt. to Q. Kt. second
- 26 Kt. takes Q. P.
- 27 Q. takes P.
- 28 R. takes R. (check)
- 29 Q. to K. third
- 30 Q. to K. second
- 31 R. to K. square
- 32 B. to Q. R. fifth
- 33 K. to B. square
- 34 R. takes Q.
- 35 K. to Kt. second
- 36 P. to K. R. fourth
- 37 B. to K. square
- 38 B. to Q. R. fifth
- 39 R. to K. eighth (check)
- 40 R. to Q. eighth

And Black mates in five moves.

TWENTY-FIRST GAME.

White (Mr. L.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 B. to Q. B. fourth
- 4 P. to Q. fourth
- 5 Kt. takes P.
- 6 B. to Q. third
- 7 Kt. to Q. B. third
- 8 K. Kt. to K. second
- 9 Kt. to K. Kt. third
- 10 Castles
- 11 P. takes P.
- 12 Kt. takes Kt.
- 13 B. to K. third
- 14 P. to K. B. fourth
- 15 B. to K. second
- 16 Q. to Q. B. square
- 17 B. to K. B. third
- 18 B. takes B.
- 19 K. to R. square
- 20 P. to Q. R. third
- 21 P. to Q. Kt. fourth

Black (Mr. H.)

- 1 P. to K. fourth
- 2 P. to Q. third
- 3 B. to K. second
- 4 P. takes P.
- 5 Kt. to K. B. third
- 6 Castles
- 7 P. to Q. B. fourth
- 8 B. to K. third
- 9 Kt. to Q. B. third
- 10 P. to Q. fourth
- 11 Kt. takes P.
- 12 Q. takes Kt.
- 13 P. to K. B. fourth
- 14 P. to Q. B. fifth
- 15 B. to Q. B. fourth
- 16 Kt. to Q. Kt. fifth
- 17 Q. to Q. third
- 18 Q. takes B. (check)
- 19 B. to Q. fourth
- 20 Kt. to Q. R. third
- 21 P. takes P. (in passing)

White (Mr. L.)

- 22 P. takes P.
- 23 R. takes B.
- 24 Q. to Q. Kt. second
- 25 Kt. to K. R. fifth
- 26 R. to K. third
- 27 Q. R. to K. square
- 28 P. to K. Kt. fourth
- 29 Kt. to K. Kt. third
- 30 Kt. to K. B. square
- 31 K. R. to K. fifth
- 32 Q. to K. B. second
- 33 P. to K. B. third
- 34 Q. to K. R. fourth
- 35 Q. R. to Q. B. square
- 36 Q. to K. square
- 37 Q. to K. third
- 38 Q. to K. second
- 39 R. to K. sixth
- 40 Q. takes R.
- 41 Kt. takes Kt.
- 42 R. to K. Kt. sixth (check)
- 43 Kt. to K. B. third
- 44 R. to K. square
- 45 R. takes R.
- 46 R. to Q. sixth
- 47 K. to R. second
- 48 R. to Q. third
- 49 Kt. to K. Kt. square
- 50 R. to K. B. third
- 51 P. to K. R. fourth
- 52 Kt. to K. B. third
- 53 Kt. to K. B. second
- 54 Kt. to Q. third (check)
- 55 Kt. to K. B. second (check)
- 56 Kt. to Q. third (check)

Black (Mr. H.)

- 22 B. takes B.
- 23 Q. R. to Q. B. square
- 24 P. to K. Kt. third
- 25 Q. to K. second
- 26 Q. to K. B. second
- 27 Q. R. to Q. B. second
- 28 P. to K. R. third
- 29 Q. R. to Q. second
- 30 Kt. to Q. B. second
- 31 Kt. to Q. fourth
- 32 P. to Q. Kt. third
- 33 Kt. to K. B. third
- 34 Kt. to K. fifth
- 35 P. to K. Kt. fourth
- 36 Q. to K. Kt. second
- 37 R. to Q. sixth
- 38 P. takes P.
- 39 R. to Q. seventh
- 40 Kt. takes Q.
- 41 Q. to Q. second
- 42 K. to R. second
- 43 R. to Q. B. square
- 44 R. to K. square
- 45 Q. takes R.
- 46 K. to Kt. second
- 47 Q. to Q. R. fifth
- 48 K. to B. second
- 49 Q. to Q. R. third
- 50 Q. to Q. B. square
- 51 K. to B. third
- 52 K. to K. fourth
- 53 Q. to Q. B. second
- 54 K. to K. fifth
- 55 K. to K. fourth

And the game was given up as drawn.

TWENTY-SECOND GAME.

Black (Mr. H.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 Kt. to Q. B. third
- 4 B. to Q. B. fourth
- 5 P. to Q. third

White (Mr. L.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 Kt. to Q. B. third
- 4 B. to Q. B. fourth
- 5 P. to Q. third

Black (Mr. H.)

- 6 B. to K. Kt. fifth
- 7 B. to K. R. fourth
- 8 B. to K. Kt. third
- 9 Kt. to K. second
- 10 P. to Q. B. third
- 11 B. to Q. Kt. fourth
- 12 Kt. to Q. second
- 13 P. to K. B. third
- 14 B. to K. B. second
- 15 K. takes B.
- 16 Kt. to K. B. square
- 17 Kt. to K. third
- 18 Kt. to K. Kt. third
- 19 K. R. to K. B. square
- 20 K. to Kt. square
- 21 Kt. to Q. second
- 22 P. to K. R. third
- 23 Q. takes Kt.
- 24 Kt. to Q. fifth
- 25 Q. to K. third
- 26 P. to K. B. fourth
- 27 K. P. takes B.
- 28 P. takes P.
- 29 P. to Q. sixth
- 30 B. takes K. B. P.
- 31 Q. to K. R. sixth (check)
- 32 Q. takes Kt. (check)
- 33 Q. to K. sixth (check)
- 34 K. R. to B. fifth
- 35 R. to R. fifth (check)
- 36 R. takes R. (check)
- 37 Q. to K. B. seventh (check)
- 38 Q. to R. fifth (check)
- 39 Q. to Kt. fifth (check)
- 40 Q. takes K. P. (check)
- 41 Q. to B. fourth (check)
- 42 Q. takes Q. B. P.
- 43 K. to R. square
- 44 Q. to Q. sixth (check)
- 45 Q. to Q. seventh (check)

White (Mr. L.)

- 6 P. to K. R. third
- 7 P. to K. Kt. fourth
- 8 P. to Q. R. third
- 9 B. to K. Kt. fifth
- 10 Q. to K. second
- 11 B. to Q. Kt. third
- 12 Kt. to K. R. fourth
- 13 B. to Q. second
- 14 B. takes B. (check)
- 15 Q. to K. B. third
- 16 Kt. to K. second
- 17 P. to K. Kt. fifth
- 18 K. Kt. to K. B. fifth
- 19 P. to K. R. fourth
- 20 P. to K. R. fifth
- 21 P. to K. Kt. sixth
- 22 K. Kt. takes Kt. (check)
- 23 Q. Kt. to K. Kt. third
- 24 Q. to Q. square
- 25 Q. B. to K. third
- 26 B. takes Kt.
- 27 K. to B. square
- 28 P. takes P.
- 29 R. to K. R. second
- 30 R. takes B.
- 31 K. to Kt. square
- 32 R. to Kt. second
- 33 K. to R. square
- 34 Q. takes Q. P.
- 35 R. to R. second
- 36 K. takes R.
- 37 K. to B. square
- 38 K. to Kt. second
- 39 Q. to Kt. third
- 40 K. to R. third
- 41 Q. to Kt. fourth
- 42 Q. to K. sixth (check)
- 43 Q. R. to K. square
- 44 K. to R. second
- 45 K. to R. third

Drawn Game.

TWENTY-THIRD GAME.

White (Mr. H.)

- 1 P. to K. fourth
- 2 Kt. to K. B. third
- 3 P. to Q. fourth
- 4 Kt. takes P.
- 5 B. to K. third
- 6 Kt. takes Kt.
- 7 B. to Q. third
- 8 P. to K. fifth
- 9 B. to K. B. fourth
- 10 Castles
- 11 K. R. to K. square
- 12 Kt. to Q. second
- 13 P. takes P.
- 14 B. to K. Kt. third
- 15 P. to K. B. third
- 16 Kt. to K. B. square
- 17 P. to Q. B. third
- 18 B. takes B.
- 19 P. to K. R. fourth
- 20 P. to Q. Kt. fourth
- 21 Q. to her Kt. third
- 22 Q. R. to Q. square
- 23 Kt. to K. third
- 24 Q. to her B. second
- 25 K. to his R. second
- 26 P. to Q. R. fourth
- 27 Kt. to K. B. square
- 28 Q. to her second
- 29 B. to K. B. second
- 30 Q. to Q. B. second
- 31 B. to K. Kt. third
- 32 K. to R. square
- 33 Q. to K. B. second
- 34 K. R. P. takes P.
- 35 B. to K. R. second
- 36 Kt. to K. third
- 37 Kt. to Kt. fifth
- 38 P. takes Q.
- 39 P. takes Kt.
- 40 B. takes B.
- 41 R. to Q. fourth
- 42 R. takes P.
- 43 K. to Kt. square
- 44 K. to B. square

Black (Mr. L.)

- 1 P. to Q. B. fourth
- 2 P. to K. third
- 3 P. takes P.
- 4 Kt. to Q. B. third
- 5 Kt. to K. B. third
- 6 Q. Kt. P. takes Kt.
- 7 P. to Q. fourth
- 8 Kt. to Q. second
- 9 P. to K. Kt. third
- 10 B. to K. Kt. second
- 11 Castles
- 12 P. to K. B. third
- 13 Q. takes P.
- 14 P. to K. fourth
- 15 Q. to K. Kt. fourth
- 16 Kt. to Q. B. fourth
- 17 B. to K. B. fourth
- 18 R. takes B.
- 19 Q. to K. second
- 20 Kt. to K. third
- 21 P. to K. R. fourth
- 22 Q. R. to Q. Kt. square
- 23 R. to K. B. second
- 24 K. to his R. second
- 25 Kt. to K. B. fifth
- 26 P. to Q. R. third
- 27 Q. to K. B. third
- 28 B. to K. B. square
- 29 B. to K. R. third
- 30 Q. R. to K. B. square.
- 31 K. to R. square
- 32 P. to K. Kt. fourth
- 33 Q. R. to K. Kt. square.
- 34 Q. takes P.
- 35 P. to K. R. fifth
- 36 Kt. to K. R. fourth
- 37 Q. takes Kt.
- 38 R. takes Q.
- 39 B. to K. B. fifth
- 40 P. takes B.
- 41 K. R. takes P.
- 42 R. to K. R. seventh (check)
- 43 Q. R. to Kt. seventh (check)
- 44 P. to K. R. sixth

White (Mr. H

45 R. to K. eighth (check)
 46 P. to K. R. sixth (check)
 47 R. to R. fourth (check)
 48 R. takes R. P.
 49 K. takes R.
 50 P. to Q. Kt. fifth
 51 P. takes P.
 52 R. to K. fifth (check)
 53 R. takes P.
 54 K. to B. second
 55 K. to K. square
 56 R. to Q. eighth
 57 K. to Q. square
 58 R. to K. R. eighth
 59 R. to K. R. fifth
 60 R. takes R.

Black (Mr. L.)

45 K. to Kt. second
 46 K. takes P.
 47 K. to Kt. fourth
 48 R. takes R.
 49 R. takes P.
 50 R. P. takes P.
 51 P. takes P.
 52 K. to B. fifth
 53 R. to Q. Kt. sixth
 54 R. to Kt. seventh (check)
 55 K. to K. fifth
 56 R. to Kt. fifth
 57 R. to B. fifth
 58 K. to Q. fifth
 59 R. to Q. B. fourth

And draws.

END OF VOL. IV.



